

# Javascript Understanding The Weird Parts Udem

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RAYMOND GRACE

A Modern Introduction to Programming Houghton Mifflin Harcourt  
A guide to the JavaScript programming language covers such topics as document access, events, animation, form enhancements, errors and debugging, and Ajax.  
**An In-Depth Guide for Programmers** "O'Reilly Media, Inc."  
A decade ago, Ajax took the Web out of childhood, and now HTML5 and JavaScript are moving the Web into full adulthood. This insightful overview provides striking examples of how these technologies have teamed up to give the Web a truly open platform. Author Kyle Simpson (HTML5 Cookbook) shows you how JavaScript unlocks the power of all of the new functionality in HTML5, giving web applications the capabilities developers have wanted for years. These technologies now provide the raw tools you need in the presentation layer to replace everything you used to do with Flash. You'll discover how: HTML5 builds natively into the web platform things we find most commonly useful, such as audio, video, and drawing The Canvas element is changing graphic animations, games, audio visualization, charting, and video effects Geolocation has spawned "geofencing" and augmented reality Web Workers allows calculations to be performed in the background, rather than compete with the UI Web Sockets is enabling realtime communication for chat, live tech support, multi-user collaboration, and gaming Mobile device APIs will give web apps direct access the phone's camera, vibration, and other capabilities  
**Getting Started with p5.js** "O'Reilly Media, Inc."  
JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book 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.  
Effective JavaScript "O'Reilly Media, Inc."  
In this fun-filled look at fractions, Brian P. Cleary and Brian Gable demonstrate how fractions work by splitting whole objects into parts. The comical cats of the wildly popular Words Are CAtegorical® series divide everything from pieces of pizza to groups of people into halves, thirds, tenths, and more. Peppy rhymes, goofy illustrations, and kid-friendly examples take the fear out of fractions.

Making Interactive Graphics in JavaScript and Processing "O'Reilly Media, Inc."  
Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.  
**Simply JavaScript** Pearson Education  
JavaScript Allongé solves two important problems for the ambitious JavaScript programmer. First, JavaScript Allongé gives you the tools to deal with JavaScript bugs, hitches, edge cases, and other potential pitfalls. There are plenty of good directions for how to write JavaScript programs. If you follow them without alteration or deviation, you will be satisfied. Unfortunately, software is a complex thing, full of interactions and side-effects. Two perfectly reasonable pieces of advice when taken separately may conflict with each other when taken together. An approach may seem sound at the outset of a project, but need to be revised when new requirements are discovered. When you "leave the path" of the directions, you discover their limitations. In order to solve the problems that occur at the edges, in order to adapt and deal with changes, in order to refactor and rewrite as needed, you need to understand the underlying principles of the JavaScript programming language in detail. You need to understand why the directions work so that you can understand how to modify them to work properly at or beyond their original limitations. That's where JavaScript Allongé comes in. JavaScript Allongé is a book about programming with functions, because

JavaScript is a programming language built on flexible and powerful functions. JavaScript Allongé begins at the beginning, with values and expressions, and builds from there to discuss types, identity, functions, closures, scopes, and many more subjects up to working with classes and instances. In each case, JavaScript Allongé takes care to explain exactly how things work so that when you encounter a problem, you'll know exactly what is happening and how to fix it. Second, JavaScript Allongé provides recipes for using functions to write software that is simpler, cleaner, and less complicated than alternative approaches that are object-centric or code-centric. JavaScript idioms like function combinators and decorators leverage JavaScript's power to make code easier to read, modify, debug and refactor, thus avoiding problems before they happen. JavaScript Allongé teaches you how to handle complex code, and it also teaches you how to simplify code without dumbing it down. As a result, JavaScript Allongé is a rich read releasing many of JavaScript's subtleties, much like the Café Allongé beloved by coffee enthusiasts everywhere. License: CC BY-SA 3.0 Source is available from Github \*

<https://github.com/justinkelly/javascript-allonge>

### **Professional JavaScript for Web Developers** SitePoint

How often do you hear people say things like this? "Our JavaScript is a mess, but we're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it better doesn't have to be intimidating or unreasonably expensive.

### Refactoring JavaScript No Starch Press

Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

### Writing Modern JavaScript with ES5, ES6, and Beyond "O'Reilly Media, Inc."

Do you want to develop a skill that will ensure you never go jobless again? Have you always wanted to learn how to program

but could never afford those ridiculously expensive courses? Developers and programmers are amongst the highest paid professions in the world, and according to the US Bureau of Labor Statistics, the number of jobs for software and app developers will increase by a shocking 24% in the next few years. In 2019, the tech industry posted 4.6 million job openings in the US job market, and their direct economic output was estimated at 1.9 trillion dollars. There's no doubt that the IT industry is the future, and software, web, and app developers are and will be the most coveted professionals for many years to come. But here's the shock you may not have seen coming: the IT industry has a backdoor--you only need to know how to open it in order to jump straight on that cash wagon. The key to that door is JavaScript, a programming language that has withstood the test of time and has become one of the most used languages. You might have heard about some of the companies that use JavaScript: Netflix, Google, Microsoft, eBay, Facebook, Uber, PayPal... The list goes on and on. Being proficient in JavaScript will basically ensure that you never run out of job options. As with pursuing any new concept, learning how to program can be intimidating, especially for beginners. Even though JavaScript is incredibly beginner-friendly, it's still complex enough for you to need a guide to lead you through the process of mastering it.

### The Lovely Bones "O'Reilly Media, Inc."

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

### **Functional-Light JavaScript** Createspace Independent Publishing Platform

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



to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

*JavaScript and HTML5 Now* No Starch Press

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

*You Don't Know JS: Async and Performance* Oreilly & Associates Incorporated

JavaScript: The Good PartsThe Good Parts"O'Reilly Media, Inc."

**A Modern Introduction to Programming** "O'Reilly Media, Inc." HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll

learn in Head First HTML5 Programing: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

*Simplifying JavaScript* Maker Media, Inc.

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

*If Hemingway Wrote JavaScript* Sams Publishing

Susie Salmon is just like any other young American girl. She wants to be beautiful, adores her charm bracelet and has a crush on a boy from school. There's one big difference though - Susie is dead. Add: Now she can only observe while her family manage their grief in their different ways. Susie is desperate to help them and there might be a way of reaching them... Alice Sebold's novel The Lovely Bones is a unique coming-of-age tale that captured the hearts of readers throughout the world. Award-winning playwright Bryony Lavery has adapted it for this unforgettable play about life after loss.

Manning Publications

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

reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment

How JavaScript Works "O'Reilly Media, Inc."

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this concise yet in-depth guide focuses on new asynchronous features and performance techniques—including Promises, generators, and Web Workers—that let you create sophisticated single-page web applications and escape callback hell in the process. Like other books in this series, *You Don't Know JS: Async & Performance* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will: Explore old and new JavaScript methods for handling asynchronous programming Understand how callbacks let third parties control your program's execution Address the "inversion of control" issue with JavaScript Promises Use generators to express async flow in a sequential, synchronous-looking fashion Tackle program-level

performance with Web Workers, SIMD, and asm.js Learn valuable resources and techniques for benchmarking and tuning your expressions and statements

*Eloquent JavaScript* Createspace Independent Publishing Platform

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