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A Hands-On Guide to the Fundamentals of Modern JavaScript



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KJ Lindholm-Leary



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The Web Game Developer's Cookbook Evan Burchard, 2013-03-23 Want to start building great web games with HTML5 and JavaScript Moving from Flash or other game platforms Already building HTML5 games and want to get better and faster at it This guide brings together everything you need expert guidance sample projects and working code Evan Burchard walks you step by step through quickly building 10 popular types of games Each chapter implements a game within a well understood genre introduces a different free open source and easy to use HTML5 game engine and is accompanied with full JavaScript source code listings Each game recipe uses tested and well proven patterns that address the development challenges unique to that genre and shows how to use existing tools and engines to build complete substantial game projects in just hours Need a quick JavaScript primer Evan Burchard provides that too Coverage includes Mastering an essential HTML5 JavaScript game development toolset browser text editor terminal JavaScript console game engine and more Accelerating development with external libraries and proven patterns Managing browser differences between IE Firefox and Chrome Getting up to speed on web development with a QUIZ game built with JavaScript HTML CSS and JQuery Creating INTERACTIVE FICTION gamebooks that leverage new CSS3 features and impress js Building PARTY games around the lightweight atom js engine Developing PUZZLE games with the easel js graphics rendering engine Writing PLATFORMERS with melon js and its integrated tilemap editor Coding intense 2 player FIGHTING games for web browsers with game js Building a SPACE SHOOTER with the jQuery based gameQuery

game engine Implementing pseudo 3D techniques like ray casting for an FPS First Person Shooter style game Producing a 16 bit RPG Role Playing Game complete with interfaces for dialog inventories and turn based battles with enchant js Building an isometric RTS Real Time Strategy game that incorporates server components along with node js socket io and crafty js Engaging players with content that encourages exploration Turn to The Web Game Developer s Cookbook for proven expert answers and the code you need to implement them It s all you need to jumpstart any web game project Responsive Web Design: Solutions For Responsive Images Smashing Magazine,2014-07-24 With the limitations that the tag brings along images have long been a major obstacle when wanting to create truly responsible fast responsive websites Luckily the upcoming element and srcset sizes are about to finally change this However even in the meantime while browser vendors are still busy implementing the new specification you can already start to incorporate truly responsive images into your website There are a number of smart solutions to close up the existing gaps polyfills fallbacks for legacy browsers and clever approaches that were created on the fly due to missing alternatives To help you review and understand different methods we ve compiled a selection of the different techniques in this eBook It features practical advice on every implementation as well as tips on tackling the art direction and resolution switching use cases that a growing device landscape has brought along As you will notice there is no reason to wait anymore you can already cater for responsive images today

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Book Description This book demonstrates the capabilities of JavaScript for web application development by combining theoretical learning with code exercises and fun projects that you can challenge yourself with The guiding principle of the book is to show how straightforward JavaScript techniques can be used to make web apps ranging from dynamic websites to simple browser based games JavaScript from Beginner to Professional focuses on key programming concepts and Document Object Model manipulations that are used to solve common problems in professional web applications These include data validation manipulating the appearance of web pages working with asynchronous and concurrent code The book uses project based learning to provide context for the theoretical components in a series of code examples that can be used as modules of an application such as input validators games and simple animations This will be supplemented with a brief crash course on HTML and CSS to illustrate how JavaScript components fit into a complete web application As you learn the concepts you can try them in your own editor or browser console to get a solid understanding of how they work and what they do By the end of this JavaScript book you will feel confident writing core JavaScript code and be equipped to progress to more advanced libraries frameworks and environments such as React Angular and Node js

What you will learn Use logic statements to make decisions within your code Save time with JavaScript loops by avoiding writing the same code repeatedly Use JavaScript functions and methods to selectively execute code Connect to HTML5 elements and bring your own web pages to life with interactive content Make your search patterns more effective with regular expressions Explore concurrency and asynchronous programming to process events efficiently and improve performance Get a head start on your next steps with primers on key libraries frameworks and APIs

Who this book is for This book is for people who are new to JavaScript JS or those looking to build up their skills in web development Basic familiarity with HTML CSS would be beneficial Whether you are a junior or intermediate developer who needs an easy to understand practical guide for JS concepts a developer who wants to transition into working with JS or a student studying programming concepts using JS this book will prove helpful

JAVASCRIPT in 8 Hours, for Beginners, Learn Coding Fast! Ray Yao, 2018-07-21 JavaScript in 8 Hours covers all essential JavaScript knowledge You can learn complete primary skills of JavaScript fast and easily

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