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24th International Symposium, IFL 2012, Oxford, UK, August 30 - September 1, 2012, Revised Selected Papers

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A Developer's Guide with CSS and JavaScript

Build an HTML5 Game

Analyzing performance in microservices and complex systems

Web Components in Action

Mastering Distributed Tracing

Practical Modern JavaScript

Mastering Web Application Development with AngularJS

ELIANNA ODOM

Express.js Guide Packt Publishing Ltd
 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Data Integration in the Life Sciences

Reinout Roels

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!

3D Animation and Visualization for Web Pages "O'Reilly Media, Inc."

A new, thoroughly updated edition of a comprehensive overview of knowledge management (KM), covering theoretical foundations, the KM process, tools, and professions. The ability to manage knowledge has become increasingly important in today's knowledge economy. Knowledge is considered a valuable commodity, embedded in products and in the tacit knowledge of highly mobile individual employees. Knowledge management (KM) represents a deliberate and systematic approach to cultivating and sharing an organization's knowledge base. This textbook and professional reference offers a comprehensive overview of the field. Drawing on ideas, tools, and techniques from such disciplines as sociology, cognitive science, organizational behavior, and information science, it describes KM theory and practice at the individual, community, and organizational levels. Chapters cover such topics as tacit and explicit knowledge, theoretical modeling of KM, the KM cycle from knowledge capture to knowledge use, KM tools, KM assessment, and KM professionals. This third edition has been completely revised and updated to reflect advances in the dynamic and emerging field of KM. The specific changes include extended treatment of tacit knowledge; integration of such newer technologies as social media, visualization, mobile technologies, and crowdsourcing; a new chapter on knowledge continuity, with key criteria for identifying knowledge at

risk; material on how to identify, document, validate, share, and implement lessons learned and best practices; the addition of new categories of KM jobs; and a new emphasis on the role of KM in innovation. Supplementary materials for instructors are available online.

[Working with MediaWiki](#) Packt Publishing Ltd

This book constitutes the refereed proceedings of the 4th International Symposium on Languages, Applications and Technologies, SLATE 2015, held in Madrid, Spain, in June 2015. The 17 revised full papers presented were carefully reviewed and selected from 57 submissions. The papers are organized in topical sections on human-human languages; human-computer languages; computer-computer languages.

[How to improve your JavaScript programs using functional techniques](#)

Simon and Schuster

Refinement in sequencing technologies and potential of genomic research resulted in meteoric growth of biological information such as sequences of DNA, RNA and protein requiring databases for efficient storage, management and retrieval of the biological information. Also, computational algorithms for analysis of these colossal data became a vital aspect of biological sciences. The work aims to show the process of turning bioscience innovation into companies and products, covering the basic science, the translation of science into technology. Due to rapid developments, there seems to be no basic difference between the pharmaceutical industry and the biotechnological industry. However, approved products in the pipeline and renewed public confidence make it one of the most promising areas of economic growth in the near future.

India offers a huge market for the products as well as cheap manufacturing base for export. The book is a sincere work of compilation of new and recent advances in the topic of concern through various innovative researches and scientific opinion therefrom. The book is dedicated to the readers who will definitely find it interesting and knowledgeable in carrying out their respective researches in different aspects of applied microbiology and biotechnology.

Patterns for building and scaling complex forms with great UX Packt Publishing Ltd

Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In *Web Components in Action* you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book *Web Components in Action* teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based

applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reuseable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities *The Public Life and Political Thought of an American Jewish Radical* Packt Publishing Ltd Learn how to build dynamic schema-driven forms with Vue from scratch Key Features Understand the basics of form component composition Scale and integrate your forms with libraries such as Vuex and Vuelidate Convert any form

into a self-generated schema-driven app

Book Description Almost every web application and site out there handles user input in one way or another, from registration forms and log-in handling to registration and landing pages. Building Forms with Vue.js follows a step-by-step approach to help you create an efficient user interface (UI) and seamless user experience (UX) by building quick and easy-to-use forms. You'll get off to a steady start by setting up the demo project. Next, you'll get to grips with component composition from creating reusable form components through to implementing the custom input components. To further help you develop a convenient user input experience, the book will show you how to enhance custom inputs with v-mask. As you progress, you'll get up to speed with using Vuelidate and Vuex to effectively integrate your forms. You'll learn how to create forms that use global state, reactive instant user input validation and input masking, along with ensuring that they are completely schema-driven and connected to your application's API. Every chapter builds on the concepts learned in the previous chapter, while also allowing you to skip ahead to the topics you're most interested in. By the end of this book, you will have gained the skills you need to transform even the simplest form into a crafted user and developer experience with Vue. What you will learn

Learn all about the basics of creating reusable form components with the Vue framework

Understand v-model and how it plays a role in form creation

Create forms that are completely powered and generated by a schema, either locally or from an API endpoint

Understand how Vuelidate allows for easy declarative validation of all your form's inputs with Vue's

reactivity system

Connect your application with a Vuex-powered global state management

Use the v-mask library to enhance your inputs and improve user experience (UX)

Who this book is for

If you are a developer with basic Vue experience who wants to enhance your forms, then this book is for you. No previous experience with any of the libraries used in the book is required.

You Don't Know JS: Up & Going Springer

The Comprehensive Book on Express.js

The in-depth, detailed, hand-on manual on Express.js, the most popular Node.js framework. Will get you up and running fast and save you time. Understand the concepts, learn the best practices. Become an Express.js expert today.

Express.js API reference, quick start guides, 20+ meticulously explained examples and tutorials -- over 270 pages with more than 60 illustrations.

Quick Start

The Interface Tips and Tricks

Tutorials and Examples

Why Express.js is the most popular Node.js web framework yet. As of this writing (September of 2013), there are no books that are solely dedicated to it. Its official website has bits of insights for advanced Node.js programmers. However, I found that many people -- including those who go through HackReactor7 program and come to my Node.js classes at General Assembly and pariSOMA -- are interested in a comprehensive resource. The one that would cover all the different components of Express.js work together in a real production-like application. The goal of Express.js Guide is to become such resource.

What This Book is

Express.js Guide is a concise book on one particular library. This book contains Express.js API 3.3.58 description, the best practices on code organization and patterns, real-world examples of web apps. The topics include but not limited

to middleware, command-line interface and scaffolding, rendering templates, extracting params from dynamic URLs, parsing payloads and cookies, managing authentication with sessions, error handling and prepping apps for production. For more details and for what exactly the book covers, please refer to the Table of Contents. What This Book is Not This book is not an introduction to Node.js, nor is it a book that covers all aspects of building a modern day web application, e.g., websockets, databases and (of course) front-end development. Keep in mind that readers also won't find in Express.js Guide a resource for learning programming and/or JavaScript fundamentals. You might want to take a look at Rapid Prototyping with JS9 for the introduction to Node.js, MongoDB and front-end development with Backbone.js. In the real-world and especially in Node.js development, due to its modularized philosophy, we seldom use just a single framework. In the book, we have tried to stick only to Express.js and leave everything else out as much as possible, without compromising the usefulness of examples. Therefore, we intentionally left out some important chunks of web developments, for example databases, authentication and testing. Although these elements are present in tutorials and examples, they're not explained in detail. For those materials, you could check books in the Related Reading and Resources section at the end of the book. Who This Book is For This book is for people fluent in programming and front-end JavaScript. In addition, to get the most benefits, readers must be familiar with basic Node.js concepts like process and global, and know core modules, including streams, clusters and buffer type. If

you're thinking of starting a Node.js app, or of rewriting an existing one, and your weapon of choice is Express.js -- this guide is for you! It will answer most of your "how" and "why" questions.

4th International Symposium, SLATE 2015, Madrid, Spain, June 18-19, 2015, Revised Selected Papers
Springer

To get the most out of modern JavaScript, you need learn the latest features of its parent specification, ECMAScript 6 (ES6). This book provides a highly practical look at ES6, without getting lost in the specification or its implementation details. Armed with practical examples, author Nicolas Bevacqua shows you new ways to deal with asynchronous flow control, declare objects or functions, and create proxies or unique sets, among many other features. The first title in Bevacqua's Modular JavaScript series, Practical Modern JavaScript prepares JavaScript and Node.js developers for applied lessons in modular design, testing, and deployment in subsequent books. This book explains: How JavaScript and its standards development process have evolved Essential ES6 changes, including arrow functions, destructuring, let and const Class syntax for declaring object prototypes, and the new Symbol primitive How to handle flow control with Promises, iterators, generators, and async functions ES6 collection built-in types for creating object maps and unique sets How and when to use the new Proxy and Reflect built-ins Changes to Array, Math, numbers, strings, Unicode, and regular expressions, and other improvements since ES5

24th International Symposium, IFL 2012, Oxford, UK, August 30 - September 1, 2012, Revised Selected Papers "O'Reilly Media, Inc."

If you already have even basic familiarity with HTML, CSS, and JavaScript, you're ready to learn how to build a browser-based game. In *Build an HTML5 Game*, you'll use your skills to create a truly cross-platform bubble-shooter game—playable in both desktop and mobile browsers. As you follow along with this in-depth, hands-on tutorial, you'll learn how to: Send sprites zooming around the screen with JavaScript animations Make things explode with a jQuery plug-in Use hitboxes and geometry to detect collisions Implement game logic to display levels and respond to player input Convey changes in game state with animation and sound Add flair to a game interface with CSS transitions and transformations Gain pixel-level control over your game display with the HTML canvas The programming starts right away in Chapter 1—no hemming and hawing, history, or throat clearing. Exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game. Go ahead. Take the plunge. Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega-popular, addictive game. *Oracle JDeveloper 3 Handbook* "O'Reilly Media, Inc."

Build sophisticated web applications by mastering the art of Object-Oriented Javascript About This Book Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of frontend architectures Capture objects from real-world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript

developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6 Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop 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. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. The third module takes you through all the in-depth and exciting futures hidden behind the facade. You should read through this course if you want to be able to take your JavaScript skills to a new level of sophistication.

Style and approach This course is a comprehensive guide where each chapter consists of best practices, constructive advice, and few easy-to-follow examples that will build up your skills as you advance through the book. Get object oriented with this course, which takes you on a journey to get acquainted with few useful hands-on tools, features, and ways to enhance your productivity using OOP techniques. It will also act as a reference guide with useful examples on resolving problems with object-oriented code in Python, JavaScript, and C#.

12th International Conference, DILS 2017, Luxembourg, Luxembourg, November 14-15, 2017, Proceedings
Wikiworks Press

Create high-performance, visually stunning 3D applications for the Web,

using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

Creating Self-Describing Data Packt Publishing Ltd

This book constitutes the proceedings of the 12th International Conference on Data Integration in the Life Sciences, DILS 2017, held in Luxembourg, in November 2017. The 5 full papers and 5 short papers presented in this volume were carefully reviewed and selected from 16 submissions. They cover topics such as: life science data modelling; analysing, indexing, and querying life sciences datasets; annotating, matching,

and sharing life sciences datasets; privacy and provenance of life sciences datasets.

Three.js Cookbook Createspace Independent Publishing Platform
Step through each of the core concepts of the jQuery library, building an overall picture of its capabilities. Once you have thoroughly covered the basics, the book returns to each concept to cover more advanced examples and techniques. This book is for web designers who want to create interactive elements for their designs, and for developers who want to create the best user interface for their web applications. Basic JavaScript programming and knowledge of HTML and CSS is required. No knowledge of jQuery is assumed, nor is experience with any other JavaScript libraries.

17th International Conference on Intelligent Systems Design and Applications (ISDA 2017) held in Delhi, India, December 14-16, 2017 Packt Publishing Ltd

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 compact guide focuses on new features available in ECMAScript 6 (ES6), the latest version of the standard upon which JavaScript is built. Like other books in this series, *You Don't Know JS: ES6 & Beyond* dives into trickier parts of the language that many JavaScript programmers either avoid or know nothing about. Armed with this knowledge, you can achieve true JavaScript mastery. With this book, you will: Learn new ES6 syntax that eases the pain points of common programming idioms Organize code with iterators, generators, modules, and classes Express async flow control with Promises combined with generators Use

collections to work more efficiently with data in structured ways Leverage new API helpers, including Array, Object, Math, Number, and String Extend your program's capabilities through meta programming Preview features likely coming to JS beyond ES6

The Java Virtual Machine Specification, Java SE 7 Edition Springer

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser.

Object-Oriented JavaScript Azat Mardan

Presentation tools such as PowerPoint were initially created to simulate physical slides and have inherited a lot of their limitations. In this dissertation we identify the shortcomings and unmet user needs in presentation software by means of literature study, observations, a survey and the programmatic analysis of over 12000 PowerPoint documents. The results indicate that user needs are slowly evolving while existing software has hardly changed over the last 30 years. We motivate the need to rethink the concept of a presentation and we provide conceptual and technical foundations that can enable interoperable and well-integrated solutions for the identified shortcomings. The resulting MindXpres platform consists of a new conceptual framework, content model, information system and presentation engine. We present MindXpres as a presentation platform that enables researchers and developers to build innovative presentation solutions that cannot be implemented in the existing tools. We further demonstrate the flexibility of the MindXpres platform by discussing a wide range of proof-of-concept plug-in

solutions for the identified shortcomings and unmet user needs.

The Web Game Developer's Cookbook
McGraw-Hill Osborne Media

Summary Functional Programming in JavaScript teaches JavaScript developers functional techniques that will improve extensibility, modularity, reusability, testability, and performance. Through concrete examples and jargon-free explanations, this book teaches you how to apply functional programming to real-life development tasks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In complex web applications, the low-level details of your JavaScript code can obscure the workings of the system as a whole. As a coding style, functional programming (FP) promotes loosely coupled relationships among the components of your application, making the big picture easier to design, communicate, and maintain. About the Book Functional Programming in JavaScript teaches you techniques to improve your web applications - their extensibility, modularity, reusability, and testability, as well as their performance. This easy-to-read book uses concrete examples and clear explanations to show you how to use functional programming in real life. If you're new to functional programming, you'll appreciate this guide's many insightful comparisons to imperative or object-oriented programming that help you understand functional design. By the end, you'll think about application design in a fresh new way, and you may even grow to appreciate monads! What's Inside High-value FP techniques for real-world uses Using FP where it makes the most sense Separating the logic of your system from implementation details FP-

style error handling, testing, and debugging All code samples use JavaScript ES6 (ES 2015) About the Reader Written for developers with a solid grasp of JavaScript fundamentals and web application design. About the Author Luis Atencio is a software engineer and architect building enterprise applications in Java, PHP, and JavaScript. Table of Contents PART 1 THINK FUNCTIONALLY Becoming functional Higher-order JavaScript PART 2 GET FUNCTIONAL Few data structures, many operations Toward modular, reusable code Design patterns against complexity PART 3 ENHANCING YOUR FUNCTIONAL SKILLS Bulletproofing your code Functional optimizations Managing asynchronous events and data *Design Patterns* No Starch Press This book contains the selected peer-reviewed and revised papers from the 24th International Symposium on Implementation and Application of Functional Languages, IFL 2012, held in Oxford, UK, in August/September 2012. The 14 papers included in this volume were carefully reviewed and selected from originally 37 presentations at the conference. The papers relate to the implementation and application of functional languages and function-based programming.

[Interactive Data Visualization for the Web](#) MIT Press

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

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