

Smarter Way Learn Javascript Technology

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start your journey towards becoming a javascript developer with the help of more than 100 fun exercises and projects purchase of the print or kindle book includes a free ebook in the pdf format key features write eloquent javascript and employ fundamental and advanced features to create your own web apps interact with the browser with html and javascript and add dynamic images shapes and text with html5 canvas build a password checker paint web app hangman game and many more fun projects 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

in this book you will create three java gui applications using mysql mariadb and postgresql in this book you will learn how to build from scratch a database management system using java in designing a gui and as an ide you will make use of the netbeans tool gradually and step by step you will be taught how to utilize three different databases in java in chapter one you will create school database and its six tables in chapter two you will study creating the initial three table projects in the school database teacher table tclass table and subject table creating database configuration files creating a java gui

for viewing and navigating the contents of each table creating a java gui for inserting and editing tables and creating a java gui to join and query the three tables in chapter three you will learn creating the main form to connect all forms creating a project will add three more tables to the school database the student table the parent table and tuition table creating a java gui to view and navigate the contents of each table creating a java gui for editing inserting and deleting records in each table creating a java gui to join and query the three tables and all six in chapter four you will study how to query the six tables in chapter five you will learn the basics of cryptography using java here you will learn how to write a java program to count hash mac message authentication code store keys in a keystore generate privatekey and publickey encrypt decrypt data and generate and verify digital prints in chapter six you will create bank database and its tables in chapter seven you will learn how to create and store salt passwords and verify them you will create a login table in this case you will see how to create a java gui using netbeans to implement it in addition to the login table in this chapter you will also create a client table in the case of the client table you will learn how to generate and save public and private keys into a database you will also learn how to encrypt decrypt data and save the results into a database in chapter eight you will create an account table this account table has the following ten fields account id primary key client id primarykey account number account date account type plain balance cipher balance decipher balance digital signature and signature verification in this case you will learn how to implement generating and verifying digital prints and storing the results into a database in chapter nine you will create a client data table which has the following seven fields client data id primary key account id primary key birth date address mother name telephone and photo path in chapter ten you will be taught how to create crime database and its tables in chapter eleven you will be taught how to extract image features utilizing

bufferedImage class in java gui in chapter twelve you will be taught to create java gui to view edit insert and delete suspect table data this table has eleven columns suspect id primary key suspect name birth date case date report date suspect status arrest date mother name address telephone and photo in chapter thirteen you will be taught to create java gui to view edit insert and delete feature extraction table data this table has eight columns feature id primary key suspect id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 in chapter fourteen you will add two tables police station and investigator these two tables will later be joined to suspect table through another table file case the police station has six columns police station id primary key location city province telephone and photo the investigator has eight columns investigator id primary key investigator name rank birth date gender address telephone and photo here you will design a java gui to display edit fill and delete data in both tables in chapter fifteen you will add two tables victim and file case the file case table will connect four other tables suspect police station investigator and victim the victim table has nine columns victim id primary key victim name crime type birth date crime date gender address telephone and photo the file case has seven columns file case id primary key suspect id foreign key police station id foreign key investigator id foreign key victim id foreign key status and description here you will also design a java gui to display edit fill and delete data in both tables

this step by step guide to explore database programming using java is ideal for people with little or no programming experience the goal of this concise book is not just to teach you java but to help you think like a programmer each brief chapter covers the material for one week of a college course to help you practice what you ve learned as you would expect this book shows how to build from scratch two different databases postgresql and sqlite using java in designing a

gui and as an ide you will make use of the netbeans tool in the first chapter you will learn how to install netbeans jdk 11 and the postgresql connector how to integrate external libraries into projects how the basic postgresql commands are used how to query statements to create databases create tables fill tables and manipulate table contents is done in the first chapter you will learn how to install netbeans jdk 11 and the postgresql connector how to integrate external libraries into projects how the basic postgresql commands are used how to query statements to create databases create tables fill tables and manipulate table contents is done in the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction in chapter three you will create a postgresql database named school and its tables in chapter four you will study creating the initial three table projects in the school database teacher table tclass table and subject table creating database configuration files creating a java gui for viewing and navigating the contents of each table creating a java gui for inserting and editing tables and creating a java gui to join and query the three tables in chapter five you will learn creating the main form to connect all forms creating a project will add three more tables to the school database the student table the parent table and tuition table creating a java gui to view and navigate the contents of each table creating a java gui for editing inserting and deleting records in each table creating a java gui to join and query the three tables and all six in chapter six you will study how to query the six tables in chapter seven you will be shown how to create sqlite database and tables with java in chapter

eight you will be taught how to extract image features utilizing bufferedimage class in java gui digital image techniques to extract image features used in this chapter are grayscale sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt laplacian horizontal sobel and vertical sobel for readers you can develop it to store other advanced image features based on descriptors such as sift and others for developing descriptor based matching in chapter nine you will be taught to create java gui to view edit insert and delete suspect table data this table has eleven columns suspect id primary key suspect name birth date case date report date suspect status arrest date mother name address telephone and photo in chapter ten you will be taught to create java gui to view edit insert and delete feature extraction table data this table has eight columns feature id primary key suspect id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 all six fields except keys will have a blob data type so that the image of the feature will be directly saved into this table in chapter eleven you will add two tables police station and investigator these two tables will later be joined to suspect table through another table file case which will be built in the seventh chapter the police station has six columns police station id primary key location city province telephone and photo the investigator has eight columns investigator id primary key investigator name rank birth date gender address telephone and photo here you will design a java gui to display edit fill and delete data in both tables in chapter twelve you will add two tables victim and case file the file case table will connect four other tables suspect police station investigator and victim the victim table has nine columns victim id primary key victim name crime type birth date crime date gender address telephone and photo the case file has seven columns case file id primary key suspect id foreign key police station id foreign key investigator id foreign key victim id foreign key status and description here you will also design a java gui to display edit fill and delete

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this hands on tutorial reference guide to mysql and sql server is not only perfect for students and beginners but it also works for experienced developers who aren t getting the most from mysql and sql server as you would expect this book shows how to build from scratch two different databases mysql and sql server using java in designing a gui and as an ide you will make use of the netbeans tool in the first chapter you will learn how to install netbeans jdk 11 and mysql connector j how to integrate external libraries into projects how the basic mysql commands are used how to query statements to create databases create tables fill tables and manipulate table contents is done in the second chapter you will study creating the initial three table projects in the school database teacher table tclass table and subject table creating database configuration files creating a java gui for viewing and navigating the contents of each table creating a java gui for inserting and editing tables and creating a java gui to join and query the three tables in the third chapter you will learn creating the main form to connect all forms creating a project will add three more tables to the school database the student table the parent table and tuition table creating a java gui to view and navigate the contents of each table creating a java gui for editing inserting and deleting records in each table creating a java gui to join and query the three tables and all six in chapter four you will study how to query the six tables in chapter five you will be taught how to create crime database and its tables in chapter six you will be taught how to extract image features utilizing bufferedimage class in java gui in chapter seven you will be taught to create java gui to view edit insert and delete suspect table data this table has eleven columns suspect id primary key suspect name birth date case date report date suspect status arrest date

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this step by step guide to explore database programming using java is ideal for people with little or no programming experience the goal of this concise book is not just to teach you java but to help you think like a programmer each brief chapter covers the material for one week of a college course to help you practice what you ve learned as you would expect this book shows how to build from scratch two different databases mariadb and sqlite using java in designing a gui and as an ide you will make use of the netbeans tool in the first chapter you will learn the basics of cryptography using

java here you will learn how to write a java program to count hash mac message authentication code store keys in a keystore generate privatekey and publickey encrypt decrypt data and generate and verify digital prints in the second chapter you will learn how to create and store salt passwords and verify them you will create a login table in this case you will see how to create a java gui using netbeans to implement it in addition to the login table in this chapter you will also create a client table in the case of the client table you will learn how to generate and save public and private keys into a database you will also learn how to encrypt decrypt data and save the results into a database in the third chapter you will create an account table this account table has the following ten fields account id primary key client id primarykey account number account date account type plain balance cipher balance decipher balance digital signature and signature verification in this case you will learn how to implement generating and verifying digital prints and storing the results into a database in the fourth chapter you create a table with the name of the account which has ten columns account id primary key client id primarykey account number account date account type plain balance cipher balance decipher balance digital signature and signature verification in the fifth chapter you will create a client data table which has the following seven fields client data id primary key account id primary key birth date address mother name telephone and photo path in chapter six you will be shown how to create sqlite database and tables with java in chapter seven you will be taught how to extract image features utilizing bufferedimage class in java gui digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt laplacian horizontal sobel and vertical sobel for readers you can develop it to store other advanced image features based on descriptors such as sift and others for developing descriptor based matching in chapter eight you will be taught

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this book is the ultimate beginners crash course to java gui programming as it will help you learn enough about the language in as little as 1 week complex concepts in developing ms access and sqlite driven projects are broken down into easy steps to ensure that you can easily master the java language even if you have never coded before the best way to

learn java is by doing it the lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers netbeans a specific ide integrated development environment is used to create gui graphical user interface applications the finished product is the reward but the readers are fully engaged and enriched by the process this kind of learning is often the focus of training in this book you will learn how to build from scratch two access database management systems using java in designing a gui and as an ide you will make use of the netbeans tool in chapter one you will create school database and six tables in chapter two you will study creating the initial three table projects in the school database teacher table tclass table and subject table creating database configuration files creating a java gui for viewing and navigating the contents of each table creating a java gui for inserting and editing tables and creating a java gui to join and query the three tables in chapter three you will learn creating the main form to connect all forms creating a project will add three more tables to the school database the student table the parent table and tuition table creating a java gui to view and navigate the contents of each table creating a java gui for editing inserting and deleting records in each table creating a java gui to join and query the three tables and all six in chapter four you will study how to query the six tables in chapter five you will create crime database and its six tables in chapter six you will be taught how to extract image features utilizing bufferedimage class in java gui in chapter seven you will be taught to create java gui to view edit insert and delete suspect table data this table has eleven columns suspect id primary key suspect name birth date case date report date suspect status arrest date mother name address telephone and photo in chapter eight you will be taught to create java gui to view edit insert and delete feature extraction table data this table has eight columns feature id primary key suspect id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 all six

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start your journey towards becoming a javascript developer with the help of more than 100 fun exercises and projectskey features write eloquent javascript and employ fundamental and advanced features to create your own web apps interact with the browser with html and javascript and add dynamic images shapes and text with html5 canvas build a password checker paint web app hangman game and many more fun projectsbook descriptionthis 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

i found javascript books so frustrating i decided to write my own the authors of javascript books are probably some of the

brightest people around and maybe that's the problem maybe they don't know how to relate to those of us who may sometimes struggle to learn my sister is a wonderful dancer I dance like Bill Gates she says c'mon dancing is easy yeah for her but not for Bill and me she'll never teach me to dance until she understands that dancing isn't easy for me whether you're a beginner or an experienced coder doesn't matter plenty of veterans have told me I wish someone had used this approach to teach me HTML PHP jQuery C Ruby Java Python fill in the blank experienced or not you'll probably like my book if you find other books too dense too technical and too unsympathetic to the learner's needs

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more functionality for your websites you will be able to customize your webpage a lot more effectively and the list goes on you ve most likely already heard the term java script but you may not know what it is exactly and how it works the fact is it may one of the simplest programming languages but you d still have to go through a lot of information in order to be able to understand it it is a very useful language to learn since it has a lot of benefits but without the right information you won t be able to understand it and apply it well the ease of use and the many advantages is the reason why java script is chosen by the majority of programmers around the world java script just like other programming languages can be quite complicated this is why when you are trying to learn all about it the lack of information might actually hinder your whole learning process once you ve understood it fully however programming using java script may come easy to you this book can help in giving you all the information you would need to be able to comprehend the language and how you would use it here is a preview of what s included in the book an introduction to java script the uses of java script getting started with java script java script and html learning jquery java script and css and so much more as you can see learning all about java script through this book will give you a lot of advantages there are very few resources available out there which are quite as complete and comprehensive as the information you would find here so what are you waiting for further your education and acquire new computer skills by getting a better understanding about this programming language grab your own copy of this book now and begin your journey towards learning all about java script click the buy now button and get your copy today for only a limited time discounted price

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this book presents focused explanations of the core features and complexities of javascript including how to utilize the document object model add visual effects to your page implement javascript on the sever side understand the javascript language objects properties and methods use javascript to create dynamic html

this book provides a step by step introduction to all aspects of html javascript and advanced internet technologies including xml xhtml and xsl back cover

learn coding from scratch in a highly engaging and visual manner using the vastly popular javascript with the programming library p5 js the skills you will acquire from this book are highly transferable to a myriad of industries and can be used towards building web applications programmable robots or generative art you'll gain the proper context so that you can build a strong foundation for programming this book won't hinder your momentum with irrelevant technical or theoretical points the aim is to build a strong but not overly excessive knowledge to get you up and running with coding if you want to program creative visuals and bring that skill set to a field of your choice then learn javascript with p5 js is the book for you what you'll learn code from scratch and create computer graphics with javascript and the p5 js library gain the necessary skills to move into your own creative projects create graphics and interactive experiences using processing program using javascript and p5 js and secondarily in creating visuals who this book is for artists or a visual designers also those who want to learn the fundamentals of programming through visual examples

get to grips with the fundamentals of javascript and learn to build the programming skills that will kickstart your career as a software developer key features learn the basics of javascript programming to create dynamic web pages explore the fundamentals of back end development using node js tackle challenging development problems and apply solutions to real world situations book description if you're looking for a programming language to develop flexible and efficient apps javascript is a great choice however while offering real benefits the complexity of the entire javascript ecosystem can be overwhelming this workshop is a smarter way to learn javascript it is specifically designed to cut through the noise and help build your javascript skills from scratch while sparking your interest with engaging activities and clear explanations starting with explanations of javascript's fundamental programming concepts this book will introduce the key tools libraries

and frameworks that programmers use in everyday development you will then move on and see how to handle data control the flow of information in an application and create custom events you'll explore the differences between client side and server side javascript and expand your knowledge further by studying the different javascript development paradigms including object oriented and functional programming by the end of this javascript book you'll have the confidence and skills to tackle real world javascript development problems that reflect the emerging requirements of the modern web what you will learn write clean maintainable and eloquent javascript code build websites using plain js and various frameworks and libraries simplify your workflow with package managers such as gulp and grunt use node js to build server side javascript applications improve the functionality of your applications with browser apis implement asynchronous programming to build apps that can multitask who this book is for the javascript workshop is the ideal guide to javascript for beginners it is designed for anyone who wants to get started learning javascript whether you're an aspiring web developer or are just curious about learning how to code with a versatile programming language this book will help you get up and running previous development experience is not required but basic prior knowledge of html and css will help you get the most from this book

do you want to learn javascript but don't know where to start are you overwhelmed by the 1 000 page long books that simply have too much information and are impossible to follow do you want to be up and running with javascript in just a few hours do you like getting the best bang for your buck of course you do if so then look no further javascript quickstart guide will take you step by step through the learning process so you will understand the fundamentals of javascript and how to integrate javascript into your web pages in minutes are you looking to change careers to something that will pay

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get up and running on the latest javascript standard using this fully updated beginner s guide this hands on fast paced guide shows from start to finish how to create dynamic pages complete with special effects using javascript this edition contains updates for all major new features and the latest development techniques and practices you will discover how to extend javascript s capabilities to the server side using node js javascript a beginner s guide fifth edition begins by clearly explaining the fundamentals including variables functions operators event handlers objects arrays strings and forms from

there the book moves on to more advanced techniques such as debugging accessibility and security throughout ask the expert try this notes tips and self tests highlight salient points and aid in learning teaches step by step how to get started developing applications features detailed examples and downloadable project files written by an experienced developer and javascript expert

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