

# Class Details.js

## Stoyan Stefanov

JavaScript Web Applications Alex MacCaw,2011-08-11 Building rich JavaScript applications that bring a desktop experience to the Web requires moving state from the server to the client side—not a simple task. This hands-on book takes proficient JavaScript developers through all the steps necessary to create state-of-the-art applications, including structure, templating, frameworks, communicating with the server, and many other issues. Throughout the book, you'll work with real-world example applications to help you grasp the concepts involved. Learn how to create JavaScript applications that offer a more responsive and improved experience. Use the Model-View-Controller (MVC) pattern, and learn how to manage dependencies inside your application Get an introduction to templating and data binding Learn about loading remote data, Ajax, and cross-domain requests Create realtime applications with WebSockets and Node.js Accept dropped files and upload data with progress indicators Use major frameworks and libraries, including jQuery, Spine, and Backbone Write tests and use the console to debug your applications Get deployment best practices, such as caching and minification

**Learning JavaScript Design Patterns** Addy Osmani,2012-07-08 With *Learning JavaScript Design Patterns*, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future.—Andrée Hansson, Lead Front-End Developer, *presis!*

JavaScript: The Good Parts Douglas Crockford,2008-05-08 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.

**Web Applications with Javascript or Java** Gerd Wagner, Mircea Diaconescu, 2021-03-08 Today, web applications are the most important type of software applications. This textbook shows how to design and implement them, using a model-based engineering approach that covers general information management concepts and techniques and the two most relevant technology platforms: JavaScript and Java. The book provides an in-depth tutorial for theory-underpinned and example-based learning by doing it yourself, supported by quiz questions and practice projects. Volume 1 provides an introduction to web technologies and model-based web application engineering, discussing the information management concepts of constraint-based data validation, enumerations and special datatypes. Volume 2 discusses the advanced information management concepts of associations and inheritance in class hierarchies. Web apps are designed using UML class diagrams and implemented with two technologies: JavaScript for front-end (and distributed NodeJS) apps, and Java (with JPA and JSF) for back-end apps. The six example apps discussed in the book can be run, and their source code downloaded, from the book's website.

*Practical Ext JS Projects with Gears* Frank Zammetti, 2009-08-15 Discover Ext JS, one of today's most powerful and highly regarded JavaScript frameworks, with perhaps the best set of GUI widgets around, and a whole host of components that make developing client-side applications a breeze. Using a pragmatic approach, you'll dissect seven full-fledged applications,

covering How Ext JS allows you to create these applications with a slick user interface with a minimum of effort How the other parts of Ext JS aside from the GUI widgets provide many of the capabilities modern applications need, such as Ajax and data mechanisms How other technologies such as Gears can be brought in to make the applications more powerful

**JavaScript Patterns** Stoyan Stefanov,2010-09-09 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

**Elementary JavaScript - Programming for Elementary and Middle School Kids** Siddharth Dalal,2019-08-31 Elementary JavaScript - Programming for Elementary and Middle School Kids is designed to introduce anyone 10 years and up to programming. Follow along as you learn the basic concepts of programming while building parts of a game. By the end of this book, you will have learned the basics of programming and built a Pokémon card game at the same time. This book is based on Sidd's experience teaching his son programming and he thinks anyone can enjoy the unlimited possibilities from knowing how to code. Code opens the doors to all kinds of fun projects. Imagine being able to make the games you play! This book will teach you how to think in code, write code that is easy to understand, work with friends on code projects and also what to do once your project is complete. You will be introduced to the latest additions to the JavaScript language that make programming simpler, more efficient and less complicated.

**JavaScript** T. J. Crowder,2020-07-21 All of JavaScript's newest features, in depth, made easy to understand. JavaScript is a rapidly changing language and it can be challenging to keep up with all the new toys being added. JavaScript: The New Toys explores the newest features of the world's most popular programming language while also showing readers how to track what's coming next. After setting the stage by covering who manages the process of improving JavaScript, how new features get introduced, terminology, and a high-level overview of new features, it details each new or updated item in depth,

with example uses, possible pitfalls, and expert recommendations for updating old habits in light of new features. JavaScript: The New Toys: Covers all the additions to JavaScript in ES2015-ES2020 plus a preview of what's coming next Explores the latest syntax: nullish coalescing, optional chaining, let and const, class syntax, private methods, private fields, new.target, numeric separators, BigInt, destructuring, default parameters, arrow functions, async functions, await, generator functions, ... (rest and spread), template literals, binary and octal literals, \*\* (exponentiation), computed property/method names, for-of, for-await-of, shorthand properties, and others Details the new features and patterns including modules, promises, iteration, generators, Symbol, Proxy, reflection, typed arrays, Atomics, shared memory, WeakMap, WeakSet, and more Highlights common pitfalls and explains how to avoid them Shows how to follow the improvements process and even participate in the process yourself Explains how to use new features even before they're widely supported With its comprehensive coverage and friendly, accessible style, JavaScript: The New Toys provides an invaluable resource for programmers everywhere, whether they work in web development, Node.js, Electron, Windows Universal Apps, or another JavaScript environment.

JavaScript: The Definitive Guide David Flanagan, 2006-08-17 This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have made this their indispensable reference book for building JavaScript applications. A must-have reference for expert JavaScript programmers...well-organized and detailed. -- Brendan Eich, creator of JavaScript

Full JavaScript Master Class Course Frahaan Hussain, 2018 This course introduces beginners to the basic fundamentals of JavaScript with easy, hands-on exercises that you can practice right in the browser. Learn about everything there is to

know about JavaScript applications and how to program them. A step by step approach is used to explain every facet of these topics. This course includes information on ECMAScript 6 (ES6), the next era of JavaScript! This course will teach you everything about programming JavaScript applications and websites.--Resource description page.

**JavaScript by Example** Dani Akash S,2017-08-30 A project based guide to help you get started with web development by building real-world and modern web applications About This Book Learn JavaScript from scratch by building clones of popular web applications Understand the core concepts and techniques surrounding JavaScript with this power-packed hands-on guide Explore modern JavaScript frameworks and libraries such as Node, React and Webpack Who This Book Is For The target audience for this book is developers with little or basic knowledge of working with JavaScript. If you are an emerging web developer with experience in building static web pages using HTML and CSS, this book will teach you to add JavaScript elements to make your website interactive and dynamic. What You Will Learn A strong understanding of web application development with JavaScript and ES6. A firm foundation on which to master other JavaScript frameworks and libraries. Write maintainable and scalable code by organizing functions into modules. Importance of tools such as Node, NPM, Babel, and Webpack in Front-end development. Work with real-time data such as incoming video streams, texts, and so on Integrate React with JavaScript to build large-scale applications. Utilize Redux to manage data across React components and greatly speed up the development process In Detail JavaScript is the programming language that all web developers need to learn. The first item on our JavaScript to-do list is building g a To-do list app, which you'll have done by the end of the first chapter. You'll explore DOM manipulation with JavaScript and work with event listeners. You'll work with images and text to build a Meme creator. You will also learn about ES (ECMAScript) classes, and will be introduced to layouts using the CSS3 Flexbox. You'll also develop a responsive Event Registration form that allows users to register for your upcoming event and use charts and graphics to display registration data. You will then build a weather application, which will show you different ways perform AJAX requests and work with dynamic, external data. WebRTC enables real-time communication in a web browser; you'll learn how to use it when you build a real-time video-call and chat application later in the book. Towards the end of the book, you will meet React, Facebook's JavaScript library for building user interfaces. You'll throw together a blog with React, and get a feel for why this kind of JavaScript framework is used to build large-scale applications. To make your blog more maintainable and scalable, you'll use Redux to manage data across React components. Style and approach This project-based guide will teach you all the facets of JavaScript through real-world app examples.

**Learning TypeScript 5** Anna Richter,2024-04-15 Programmers familiar with JavaScript who wish to learn more about TypeScript version 5.0 will find this book to be a resource of great value This book is ideal for developers who want to improve their front-end programming skills and integrate TypeScript with popular frameworks such as Angular and React. With clear explanations and hands-on examples, this book makes the transition from JavaScript to TypeScript easy and

enjoyable. The book covers fundamental concepts such as static typing, type checking, and type inference, which will help you write more reliable and maintainable code. You'll learn how to use TypeScript's features to improve your development process, reduce bugs, and increase code quality. You'll learn about TypeScript's advanced features, such as interfaces, modules, and type narrowing techniques, through hands-on examples. To help you write more efficient and clean code, this book also covers how to use `async/await` and Promises to deal with asynchronous operations. Learning TypeScript 5 offers solutions and troubleshooting techniques for the most common TypeScript challenges that developers face. You'll find out how to make your own error classes for different situations and how to use TypeScript's `try/catch` blocks to manage errors effectively. Integrating TypeScript with existing JavaScript applications, configuring the TypeScript compiler, and setting up TypeScript projects are all covered in the book. After finishing this book, you will have the knowledge and abilities to create scalable applications with TypeScript and work with frameworks such as Angular and React with ease. Whether you're starting a new project or upgrading an existing one, Learning TypeScript 5 provides useful insights and practical knowledge to help you improve your development skills and take your programming to the next level.

**Key Learnings**

- Use TypeScript with Angular and React to create scalable, reliable web apps.
- Create flawless code with TypeScript's type narrowing and control flow analysis.
- Maximize productivity in development and application speed by integrating TypeScript with Angular and React.
- Write cleaner, and more readable scripts with Promises and `async/await`.
- Use `try/catch` and other error handling methods to implement a robust system for managing errors.
- Master TypeScript's union types, interfaces, and modules for code organization.
- Maximize code quality with TypeScript's robust testing strategies and robust type-checking capabilities.

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*Eloquent JavaScript, 3rd Edition* Marijn Haverbeke, 2018-12-04 Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of *Eloquent JavaScript* dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, `async` functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help

you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? \* All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly.

*Data Visualization with JavaScript* Stephen A. Thomas,2015 You've got data to communicate. But what kind of visualization do you choose, how do you build it, and how do you ensure that it's up to the demands of the Web? In *Data Visualization with JavaScript*, you'll learn how to use JavaScript, HTML, and CSS to build the most practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and will have you building basic visualizations, like bar, line, and scatter graphs, in no time. Then you'll move on to more advanced topics, including how to: Create tree maps, heat maps, network graphs, word clouds, and timelines Map geographic data, and build sparklines and composite charts Add interactivity and retrieve data with AJAX Manage data in the browser and build data-driven web applications Harness the power of the Flotr2, Flot, Chronoline.js, D3.js, Underscore.js, and Backbone.js libraries If you already know your way around building a web page but aren't quite sure how to build a good visualization, *Data Visualization with JavaScript* will help you get your feet wet without throwing you into the deep end. Before you know it, you'll be well on your way to creating simple, powerful data visualizations.

*Head First JavaScript* Michael Morrison,2007-12-20 So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add programmer to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. *Head First JavaScript* is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With *Head First JavaScript*, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a *Head First* book, you know what to expect -- a visually rich format designed for the way your brain works. *Head First JavaScript* is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical *Head First* style, *Head First JavaScript* doesn't skip steps,

and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

*JavaScript: Best Practices for Functions and Classes* Sasha Vodnik, 2020 JavaScript uses C-based syntax, but the structures at its core, namely functions and classes, behave very differently than C behaves. Leveraging recommended techniques can help you develop JavaScript code that is more consistent and easier to maintain. In this course, explore best practices for architecting your programs. Consider ways that details can take paths that differ from other programming languages. Learn about creating well-built, organized, modular, and high-quality code by using a style guide, modern deployment tools, and strict mode. Discover how to carefully construct functions using more predictable expressions over declarations and by avoiding the modification of parameter values. Examine the dos-and don'ts-of this values and learn about which JavaScript features to avoid.

JavaScript for Impatient Programmers Axel Rauschmayer, 2019-08-30 This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

**JavaScript** David Flanagan, 2002 A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

Beginning JavaScript Russ Ferguson, 2019-05-02 Discover everything you need to know to get up-to-speed with JavaScript development and add dynamic enhancements to web pages. This completely updated third edition reveals how the code works and when to use closures, constants, and execution content. Starting with the basics, you'll see how to employ prototypical inheritance, as well as memory management, variable hoisting and event bubbling. Also covered is an introduction to Node.js and package managers, key to understanding the tools necessary in front-end development and how they are used with current JavaScript frameworks. JavaScript is one of the most important technologies on the web, providing the means to add dynamic functionality to your web pages and serving as the backbone of working with frameworks like Angular and React. *Beginning JavaScript, Third Edition* will take you from being a JavaScript novice to working freely with this important technology - begin your JavaScript journey today! What You'll Learn Construct good JavaScript syntax following modern coding practices Use JavaScript to communicate with the server and retrieve data Dynamically manipulate markup, validate forms and deal with images Debug applications using features inside the browser Use TypeScript to bring strong typing to the language Who This Book Is For Beginner to intermediate developers with a basic



knowledge of front-end programming who are looking for a deeper understanding of how JavaScript works in the browser and how to answer questions in an interview.

**Composing Software** Eric Elliott, 2018-12-27 All software design is composition: the act of breaking complex problems down into smaller problems and composing those solutions. Most developers have a limited understanding of compositional techniques. It's time for that to change. In *Composing Software*, Eric Elliott shares the fundamentals of composition, including both function composition and object composition, and explores them in the context of JavaScript. The book covers the foundations of both functional programming and object oriented programming to help the reader better understand how to build and structure complex applications using simple building blocks. You'll learn: Functional programming Object composition How to work with composite data structures Closures Higher order functions Functors (e.g., `array.map`) Monads (e.g., promises) Transducers Lenses All of this in the context of JavaScript, the most used programming language in the world. But the learning doesn't stop at JavaScript. You'll be able to apply these lessons to any language. This book is about the timeless principles of software composition and its lessons will outlast the hot languages and frameworks of today. Unlike most programming books, this one may still be relevant 20 years from now. This book began life as a popular blog post series that attracted hundreds of thousands of readers and influenced the way software is built at many high growth tech startups and fortune 500 companies

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