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Object-Oriented JavaScript

Create scalable, reusable high-quality JavaScript applications, and libraries

Stoyan Stefanov

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Object-Oriented JavaScript - Second Edition Stoyan Stefanov, 2013-01-01 You will first be introduced to object oriented programming then to the basics of objects in JavaScript This book takes a do it yourself approach when it comes to writing code because the best way to really learn a programming language is by writing code You are encouraged to type code into Firebug s console see how it works and then tweak it and play around with it There are practice questions at the end of each chapter to help you review what you have learned For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaScript

Object-Oriented JavaScript Ved Antani, Stoyan Stefanov, 2017-01-12 Learn everything you need to know about object oriented JavaScript with this comprehensive guide Enter the world of cutting edge development About This Book This book has been updated to cover all the new object oriented features introduced in ECMAScript 6 It makes object oriented programming accessible and understandable to web developers Write better and more maintainable JavaScript code while exploring interactive examples that can be used in your own scripts Who This Book Is For This book is ideal for new to intermediate JavaScript developers who want to prepare themselves for web development problems solved by object oriented JavaScript What You Will Learn Apply the basics of object oriented programming in the JavaScript environment Use a JavaScript Console with complete mastery Make your programs cleaner faster and compatible with other programs and libraries Get familiar with Iterators and Generators the new features added in ES6 Find out about ECMAScript 6 s Arrow functions and make them your own Understand objects in Google Chrome developer tools and how to use them Use a mix of prototypal inheritance and copying properties in your workflow Apply reactive programming techniques while coding in JavaScript In Detail JavaScript is an object oriented programming language that is used for website development Web pages developed today currently follow a paradigm that has three clearly distinguishable parts content HTML presentation CSS and behavior JavaScript JavaScript is one important pillar in this paradigm and is responsible for the running of the web pages This book will take your JavaScript skills to a new level of sophistication and get you prepared for your journey through professional web development Updated for ES6 this book covers everything you will need to unleash the power of object oriented programming in JavaScript while building professional web applications The book begins with the basics of object oriented programming in JavaScript and then gradually progresses to cover functions objects and prototypes and how these concepts can be used to make your programs cleaner more maintainable faster and compatible with other programs libraries By the end of the book you will have learned how to incorporate object oriented programming in your web development workflow to build professional JavaScript applications Style and approach Filled with practical instructions the book shows you how to implement object oriented features of JavaScript in the real world The to the point nature of the book will benefit developers who are looking for a fast paced guide to learn object oriented JavaScript

Javascript: Object Oriented Programming Ved Antani, Gaston C.

Hillar,Stoyan Stefanov,Kumar Chetan Sharma,2016-08-31 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 Object-Oriented JavaScript Stoyan Stefanov,2008-07-23 Create scalable reusable high quality JavaScript applications and libraries

Object-oriented JavaScript Stoyan Stefanov,2008 *Modular Programming with JavaScript* Sasan Seydnejad,2016-07-28 Modularize your JavaScript code for better readability greater maintainability and enhanced testability About This Book Design and build fully modular modern JavaScript applications using modular design concepts Improve code portability maintainability and integrity while creating highly scalable and responsive web applications Implement your own loosely coupled code blocks that can power highly maintainable and powerful applications in a flexible and highly responsive modular architecture Who This Book Is For If you are an intermediate to advanced JavaScript developer who has experience of writing JavaScript code but probably not in a modular portable manner or you are looking to develop enterprise level JavaScript applications then this book is for you A basic understanding of JavaScript concepts such as OOP prototypal inheritance and closures is expected What You Will Learn Understand the important concepts of OOP in JavaScript such as scope objects inheritance event delegation and more Find out how the module design pattern is used in OOP in JavaScript Design and augment modules using both tight augmentation and loose augmentation Extend the capabilities of modules by creating sub modules using techniques such as cloning and inheritance Move from isolated module pieces to a cohesive well integrated application modules that can interact and work together without being tightly coupled See how SandBoxing is used to create a medium for all the modules to talk to each other as well as to the core Use the concepts of modular application design to handle dependencies and load modules asynchronously Become familiar with AMD and CommonJS utilities and discover what the future of JavaScript holds for modular programming and architecture In Detail Programming in the modular manner is always encouraged for bigger systems it is easier to achieve scalability with modular programming Even JavaScript developers are now interested in building programs in a modular pattern Modules help people who aren't yet familiar with code to find what they are looking for and also makes it easier for programmers to keep things that are related close together Designing and implementing applications in a modular manner is highly encouraged and desirable in both simple and enterprise level applications This book covers some real life examples of modules and how we can translate that into our world of programming and application design After getting an overview of JavaScript object oriented programming OOP concepts and their practical usage you should be able to write your own object definitions using the module pattern You will then learn to design and augment modules and will explore the concepts of cloning inheritance sub modules and code extensibility You will also learn about SandBoxing application design and architecture based on modular design concepts Become familiar with AMD and CommonJS utilities By the end of the book you will be able to build spectacular modular applications in JavaScript Style and approach This in depth step by step guide will teach you modular programming with JavaScript Starting from the basics it will cover advanced modular patterns that can be used in sophisticated JavaScript

applications JavaScript: Optimizing Native JavaScript Robert Etheredge, 2017-03-02 JavaScript has become the most popular programming language in the world. It has attained that position by being easy to use and powerful in its capabilities. It wasn't always that way, but today it can be used to build virtually any application you desire. With the addition of HTML5 and CSS3, it allows for wonderfully animated and powerful web sites and applications without having to use other technologies such as Adobe Flash. JavaScript has also become much more standardized across the multiple browsers in use today. With the recent proliferation of libraries and frameworks that many developers use, the focus has shifted towards these new tools, but they still rely on native JavaScript. And these libraries and frameworks can greatly increase the size of your code as well as slowing down performance. This book covers best practices for coding in straight JavaScript as well as pointing out many areas for optimization. The goal is to help programmers produce smaller and faster JavaScript applications. Even programmers using frameworks and libraries can benefit from understanding the performance trade-offs they make when using those tools.

Web Performance Daybook Volume 2 Stoyan Stefanov, 2012-06-20 Performance is critical to the success of any website, and help with using today's new tools is key. In this remarkable guide, 32 leading web performance experts offer practical tips, techniques, and advice for optimizing your site's user experience. Originally written for an online calendar, this collection of articles will inspire you to squeeze every ounce of performance from your site, whether you're a web developer, mobile developer, or web designer. Check the table of contents, and you'll be convinced. In order of appearance, Web Performance Daybook authors include Patrick Meenan, Nicholas Zakas, Guy Podjarny, Stoyan Stefanov, Tim Kadlec, Brian Pane, Josh Fraser, Steve Souders, Betty Tso, Israel Nir, Marcel Duran, Ric Daspet, Alois Reitbauer, Matthew Prince, Buddy Brewer, Alexander Podelko, Estelle Weyl, Aaron Peters, Tony Gentilcore, Matthew Steele, Bryan McQuade, Tobie Langel, Billy Hoffman, Joshua Bixby, Sergey Chernyshev, JP Castro, Pavel Paulau, David Calhoun, Nicole Sullivan, James Pearce, Tom Hughes, Croucher, Dave Artz.

JavaScript Enlightenment Cody Lindley, 2012-12-19 If you're an advanced beginner or intermediate JavaScript developer, JavaScript Enlightenment will solidify your understanding of the language, especially if you use a JavaScript library. In this concise book, JavaScript expert Cody Lindley's jQuery Cookbook provides an accurate view of the language by examining its objects and supporting nuances. Libraries and frameworks help you build web applications quickly and efficiently, but when things go wrong or performance becomes an issue, knowing how and why they work is critical. If you're ready to go under the hood and get your hands dirty with JavaScript internals, this is your book. Get a short and digestible summary of ECMA 262 Edition 3, backed by real code you can run instantly. Examine the creation of JavaScript objects. Learn complex values, primitive values, scope, and inheritance. Understand the importance of the `head` object. Work with string, number, and Boolean objects and values. Discover how to use the null value and the built-in `Math` object. Get into the details beyond Mozilla's reference guide for JavaScript 1.5.

C, C++, Java, Python, PHP, JavaScript and Linux For Beginners Manjunath.R, 2020-04-13 An Introduction to Programming Languages and Operating Systems for Novice Coders. An ideal

addition to your personal library With the aid of this indispensable reference book you may quickly gain a grasp of Python Java JavaScript C C CSS Data Science HTML LINUX and PHP It can be challenging to understand the programming language s distinctive advantages and charms Many programmers who are familiar with a variety of languages frequently approach them from a constrained perspective rather than enjoying their full expressivity Some programmers incorrectly use Programmatic features which can later result in serious issues The programmatic method of writing programs the ideal approach to use programming languages is explained in this book This book is for all programmers whether you are a novice or an experienced pro Its numerous examples and well paced discussions will be especially beneficial for beginners Those who are already familiar with programming will probably gain more from this book of course I want you to be prepared to use programming to make a big difference C C Java Python PHP JavaScript and Linux For Beginners is a comprehensive guide to programming languages and operating systems for those who are new to the world of coding This easy to follow book is designed to help readers learn the basics of programming and Linux operating system and to gain confidence in their coding abilities With clear and concise explanations readers will be introduced to the fundamental concepts of programming languages such as C C Java Python PHP and JavaScript as well as the basics of the Linux operating system The book offers step by step guidance on how to write and execute code along with practical exercises that help reinforce learning Whether you are a student or a professional C C Java Python PHP JavaScript and Linux For Beginners provides a solid foundation in programming and operating systems By the end of this book readers will have a solid understanding of the core concepts of programming and Linux and will be equipped with the knowledge and skills to continue learning and exploring the exciting world of coding *Linux Commands, C, C++, Java and Python Exercises For Beginners* Manjunath.R,2020-03-27 Hands On Practice for Learning Linux and Programming Languages from Scratch Are you new to Linux and programming Do you want to learn Linux commands and programming languages like C C Java and Python but don t know where to start Look no further An approachable manual for new and experienced programmers that introduces the programming languages C C Java and Python This book is for all programmers whether you are a novice or an experienced pro It is designed for an introductory course that provides beginning engineering and computer science students with a solid foundation in the fundamental concepts of computer programming In this comprehensive guide you will learn the essential Linux commands that every beginner should know as well as gain practical experience with programming exercises in C C Java and Python It also offers valuable perspectives on important computing concepts through the development of programming and problem solving skills using the languages C C Java and Python The beginner will find its carefully paced exercises especially helpful Of course those who are already familiar with programming are likely to derive more benefits from this book After reading this book you will find yourself at a moderate level of expertise in C C Java and Python from which you can take yourself to the next levels The command line interface is one of the nearly all well built trademarks of Linux There exists an ocean of

Linux commands permitting you to do nearly everything you can be under the impression of doing on your Linux operating system. However, this at the end of time creates a problem because of all of so copious commands accessible to manage you don't comprehend where and at which point to fly and learn them especially when you are a learner. If you are facing this problem and are peering for a painless method to begin your command line journey in Linux, you've come to the right place as in this book we will launch you to a hold of well liked and helpful Linux commands. This book gives a thorough introduction to the C, C++, Java and Python programming languages covering everything from fundamentals to advanced concepts. It also includes various exercises that let you put what you learn to use in the real world. With step by step instructions and plenty of examples, you'll build your knowledge and confidence in Linux and programming as you progress through the exercises. By the end of the book, you'll have a solid foundation in Linux commands and programming concepts allowing you to take your skills to the next level. Whether you're a student aspiring programmer or curious hobbyist, this book is the perfect resource to start your journey into the exciting world of Linux and programming.

Mastering the Interview: 80 Essential Questions for Software Engineers Manjunath.R, 2023-05-19. The Software Engineer's Guide to Acing Interviews. Software Interview Questions You'll Most Likely Be Asked. Mastering the Interview: 80 Essential Questions for Software Engineers is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry. This book is an invaluable resource for both entry level and experienced software engineers who want to master the art of interview preparation. This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews. Each question is thoughtfully crafted to assess the candidate's technical knowledge, problem solving abilities and overall suitability for the role. This book goes beyond just providing a list of questions. It offers in depth explanations, detailed sample answers and insightful tips on how to approach each question with confidence and clarity. The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition. Mastering the Interview: 80 Essential Questions for Software Engineers is an indispensable guide that empowers software engineers to navigate the interview process with confidence, enhance their technical prowess and secure the job offers they desire. Whether you are a seasoned professional or a recent graduate, this book will significantly improve your chances of acing software engineering interviews and advancing your career in the ever evolving world of technology.

Digital Java EE 7 Web Application Development Peter Pilgrim, 2015-09-30. Develop Java enterprise applications to meet the emerging digital standards using Java EE 7. About This Book. Build modern Java EE web applications that insert, update, retrieve and delete customer data with up to date methodologies. Delve into the essential JavaScript programming language and become proficient with front end technologies that integrate with the Java platform. Learn about JavaServer Faces, its lifecycle and custom tags and build exciting digital applications with the aid of handpicked real world examples. Who This Book Is For. If you are a professional Java engineer and want to develop well

rounded and strong Java Web Development skills then this book is for you

What You Will Learn

- Understand and apply updated JavaServer Faces key features including HTML5 support resource library constructs and pass through attributes
- Build web applications that conform to digital standards and governance and leverage the Java EE 7 web architecture
- Construct modern JSF Forms that apply validation add AJAX for immediate validation and write your own validators
- Augment a traditional web application with JSF 2.2 Flow Beans and Flow Scope Beans
- Program single page applications including AngularJS and design Java RESTful back end services for integration
- Utilize modern web frameworks such as Bootstrap and Foundation in your JSF applications
- Create your own JSF custom components that generate reusable content for your stakeholders and their businesses

In Detail

Digital Java EE 7 presents you with an opportunity to master writing great enterprise web software using the Java EE 7 platform with the modern approach to digital service standards. You will first learn about the lifecycle and phases of JavaServer Faces, become completely proficient with different validation models and schemes, and then find out exactly how to apply AJAX validations and requests. Next, you will touch base with JSF in order to understand how relevant CDI scopes work. Later, you will discover how to add finesse and pizzazz to your digital work in order to improve the design of your e-commerce application. Finally, you will deep dive into AngularJS development in order to keep pace with other popular choices such as Backbone and Ember JS. By the end of this thorough guide, you will have polished your skills on the Digital Java EE 7 platform and be able to create exiting web applications.

Style and approach

This book takes a step by step and detailed approach, coaching you through real world scenarios. The book's style is designed for those who enjoy a thorough educational approach.

JavaScript Projects for Kids Syed Omar Faruk Towaha, 2016-01-30

Gear up for a roller coaster ride into the world of JavaScript and programming with this easy to follow fun and entertaining project based guide.

About This Book

Get to know the concepts of HTML and CSS to work with JavaScript. Explore the concepts of object oriented programming. Follow this step by step guide on the fundamentals of JavaScript programming.

Who This Book Is For

If you've never written code before or you are completely new to the world of web programming, then this book is the right choice for you. This book is for kids of age 10 years and above and parents who are completely new to the world of programming and want to get introduced to programming.

What You Will Learn

- Learn how to work with Google Developer tools to iterate, debug and profile your code.
- Develop a Battleship game using the basic concepts of HTML and CSS.
- Get to know the fundamentals of JavaScript programming.
- Create our own version of Pac Man game.
- Discover the vital concepts of object oriented programming.

In Detail

JavaScript is the most widely used programming language for web development and that's not all. It has evolved over the years and is now being implemented in an array of environments from websites to robotics. Learning JavaScript will help you see the broader picture of web development. This book will take your imagination to new heights by teaching you how to work with JavaScript from scratch. It will introduce you to HTML and CSS to enhance the appearance of your applications. You will then use your skills to build on a cool Battleship game. From there, the book will introduce you to

jQuery and show you how you can manipulate the DOM You'll get to play with some cool stuff using Canvas and will learn how to make use of Canvas to build a game on the lines of Pacman only a whole lot cooler Finally it will show you a few tricks with OOP to make your code clean and will end with a few road maps on areas you can explore further Style and approach This is an easy to follow informative and fun guide that takes a project based approach to teaching programming in JavaScript You will learn everything you need to get started with serious web application development

Learning jQuery 3 - Fifth Edition Adam Boduch, Jonathan Chaffer, Karl Swedberg, 2017-05-29 Create efficient and smart web applications with jQuery 3.0 using this step by step practical tutorial About This Book Create a fully featured and responsive client side application using jQuery Explore all the latest features of jQuery 3.0 and code examples updated to reflect modern JavaScript environments Develop high performance interactive pages Who This Book Is For This book is ideal for client side JavaScript developers You do not need to have any previous experience with jQuery although basic JavaScript programming knowledge is necessary What You Will Learn Create custom interactive elements for your web designs Find out how to create the best user interface for your web applications Use selectors in a variety of ways to get anything you want from a page when you need it Master events to bring your web pages to life Add flair to your actions with a variety of different animation effects Discover the latest features available in jQuery with the latest update of this incredibly popular title Using jQuery npm Packages In Detail If you are a web developer and want to create web applications that look good are efficient have rich user interfaces and integrate seamlessly with any backend using AJAX then this book is the ideal match for you We'll show you how you can integrate jQuery 3.0 into your web pages avoid complex JavaScript code create brilliant animation effects for your web applications and create a flawless app We start by configuring and customising the jQuery environment and getting hands on with DOM manipulation Next we'll explore event handling advanced animations creating optimised user interfaces and building useful third party plugins Also we'll learn how to integrate jQuery with your favourite back end framework Moving on we'll learn how the ECMAScript 6 features affect your web development process with jQuery we'll discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0 in great detail along with sample code and examples By the end of the book you will be able to successfully create a fully featured and efficient single page web application and leverage all the new features of jQuery 3.0 effectively Style and approach Create efficient client side apps that look great and run seamlessly across all devices with this step by step practical guide There are illustrative examples for those who need extra help to get started with jQuery web development

[React](#) Stoyan Stefanov, 2016 Hit the ground running with React the open source technology from Facebook for building rich web applications fast With this practical guide Yahoo web developer Stoyan Stefanov teaches you how to build components React's basic building blocks and organize them into maintainable large scale apps If you're familiar with basic JavaScript syntax you're ready to get started Once you understand how React works you'll build a complete custom Whinepad app that helps users rate wines and keep notes You'll

quickly learn why some developers consider React the key to the web app development puzzle Set up React and write your first Hello world web app Create and use custom React components alongside generic DOM components Build a data table component that lets you edit sort search and export its contents Use the JSX syntax extension as an alternative to function calls Set up a lean low level build process that helps you focus on React Build a complete custom app that lets you store data on the client Use ESLint Flow and Jest tools to check and test your code as your app evolves Manage communication between components with Flux

Developing Backbone.js Applications Addy Osmani,2013-05-10 If you want to build your site s frontend with the single page application SPA model this hands on book shows you how to get the job done with Backbone js You ll learn how to create structured JavaScript applications using Backbone s own flavor of model view controller MVC architecture Start with the basics of MVC SPA and Backbone then get your hands dirty building sample applications a simple Todo list app a RESTful book library app and a modular app with Backbone and RequireJS Author Addy Osmani an engineer for Google s Chrome team also demonstrates advanced uses of the framework Learn how Backbone js brings MVC benefits to the client side Write code that can be easily read structured and extended Work with the Backbone Marionette and Thorax extension frameworks Solve common problems you ll encounter when using Backbone js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone Paginator plugin Bootstrap a new Backbone js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit test your Backbone apps with Jasmine QUnit and SinonJS

Learn ECMAScript Narayan Prusty,MEHUL MOHAN,2018-02-26 Learn ECMAScript explores implementation of the latest ECMAScript features to add to your developer toolbox helping you to progress to an advanced level Learn to add 1 to a variable and safely access shared memory data within multiple threads to avoid race conditions

HTML5 for Flash Developers Matt Fisher,2013-01-01 A step by step guide with detailed examples Experienced Flash AS3 programmers who are making the switch to Javascript and HTML5

JavaScript for PHP Developers Stoyan Stefanov,2013-04-24 If you want to significantly expand your web development skills beyond PHP this practical hands on book teaches you ECMAScript the core JavaScript language from the ground up You ll discover some similarities between JavaScript and PHP such as conditions and loops but the primary focus is on JavaScript s unique object creation classes prototypes and inheritance JavaScript knowledge is essential for working with today s Web whether you re building applications for the client the server or for mobile use and your PHP experience gives you a head start This book will help you become fluent with JavaScript quickly and then serve as a handy reference once you start coding Explore JavaScript syntax including variables arrays loops and conditions Learn how functions are important in JavaScript and why they re actually objects Delve into JavaScript s object oriented features including prototypes code reuse and inheritance Examine the built in API and explore its global functions properties and objects Learn about updates in ECMAScript5 the latest version of the standard Use common design patterns to organize your code in large applications

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