

Ninja Turtles&ajax&p2

Kevin Eastman,Peter Laird,Jim Lawson

Teenage Mutant Ninja Turtles: Adventures Vol. 3 Dean Clarrain,2013

Teenage Mutant Ninja Turtles Vol. 6: City Fall, Part 1 Tom Waltz,Kevin Eastman,2013

Teenage Mutant Ninja Turtles: The Meeting of the Mutanimals Matthew K. Manning,Landry Q. Walker,Caleb Goellner,Sina Grace,2017-01-18 All-ages action building on the hit Nickelodeon cartoon series! Follow all of the Turtles’ adventures in the stories “The Meeting of the Mutanimals,” “Zodiac,” “Zine-Age Mutant Ninja Turtle,” and “Donnie Finds a Relic!” from the Amazing Adventures series.

Teenage Mutant Ninja Turtles (Jugendroman). Showdown mit Shredder Matthew J. Gilbert,2014-03-17

Teenage Mutant Ninja Turtles Teenage Mutant Ninja Turtles,1993

Teenage Mutant Ninja Turtles Renzo Barto,1991-03-04

Teenage Mutant Ninja Turtles: the Works Volume 1 Kevin Eastman,Peter Laird,2013-06-04 Originally published by Mirage Publishing as Teenage Mutant Ninja Turtles issues #1-7 and the one-issue Raphael micro-series--Title page verso.

The Official Teenage Mutant Ninja Turtles Treasury Stanley Wiater,1991-03-13 With over 600 licensed Teenage Mutant Ninja Turtles products available today, how is the aspiring collector to know what in this green sea of Turtleabilia is a true find? What are the whimsical items unique to the Turtles? How is a collector to discern the “must haves” from the merely interesting, or worse, the fakes? Easy. Use The Official Teenage Mutant Ninja Turtle Treasury, the ultimate collector’s guide for all those afflicted with “Turtle fever.” Lavishly illustrated with photos of the many products included, Turtle creators Peter Laird and Kevin Eastman, together with input from their marketing experts, have compiled a true treasury of what they believe will be the most valuable and collectible items of all the Turtles merchandise being produced. They have added personal comments on their own favorite products, plus the story of how the Turtles and their world began. The Official Teenage Mutant Ninja Turtle Treasury has an in-depth section on the comic books that started the green tide, and tips on how to know when you have a possible gold mine—such as one of the first comic books in mint condition. It all adds up to give fans the real inside story of the incredible phenomenon of Turtlemania. Many of the items included herein can be collected for fun, and many are potentially worth quite a bit—but The Official Teenage Mutant Ninja Turtle Treasury puts them all in one place, to help both the Turtle lover and the serious collector alike.

Teenage Mutant Ninja Turtles: the Works Volume 4 Kevin Eastman,Peter Laird,Jim Lawson,2015-12-22 Originally published by Mirage Publishing as Teenage Mutant Ninja Turtles issues #48-55.

Teenage Mutant Ninja Turtles: the Last Ronin Kevin B. Eastman,2021

Teenage Mutant Ninja Turtles Kevin Eastman,Peter Laird,Dave Sim,1987

Teenage Mutant Ninja Turtles Villain Micro-series, Vol. 1 Joshua Williamson,2013

Object-Oriented JavaScript Stoyan Stefanov,2008-07-23 Create scalable, reusable high-quality JavaScript applications and libraries

Continuous Software Engineering Jan Bosch,2014-11-11 This book provides essential insights on the adoption of modern software engineering practices at large companies producing software-intensive systems, where hundreds or even thousands of engineers collaborate to deliver on new systems and new versions of already deployed ones. It is based on the findings collected and lessons learned at the Software Center (SC), a unique collaboration between research and industry, with Chalmers University of Technology, Gothenburg University and Malmö University as academic partners and Ericsson, AB Volvo, Volvo Car Corporation, Saab Electronic Defense Systems, Grundfos, Axis Communications, Jeppesen (Boeing) and Sony Mobile as industrial partners. The 17 chapters present the “Stairway to Heaven” model, which represents the typical evolution path companies move through as they develop and mature their software engineering capabilities. The chapters describe theoretical frameworks, conceptual models and, most importantly, the industrial experiences gained by the partner companies in applying novel software engineering techniques. The book’s structure consists of six parts. Part I describes the model in detail and presents an overview of lessons learned in the collaboration between industry and academia. Part II deals with the first step of the Stairway to Heaven, in which R&D adopts agile work practices. Part III of the book combines the next two phases, i.e., continuous integration (CI) and continuous delivery (CD), as they are closely intertwined. Part IV is concerned with the highest level, referred to as “R&D as an innovation system,” while Part V addresses a topic that is separate from the Stairway to Heaven and yet critically important in large organizations: organizational performance metrics that capture data, and visualizations of the status of software assets, defects and teams. Lastly, Part VI presents the perspectives of two of the SC partner companies. The book is intended for practitioners and professionals in the software-intensive systems industry, providing concrete models, frameworks and case studies that show the specific challenges that the partner companies encountered, their approaches to overcoming them, and the results. Researchers will gain valuable insights on the problems faced by large software companies, and on how to effectively tackle them in the context of successful cooperation projects.

Continuous Architecture Murat Erder,Pierre Pureur,2015-10-21 Continuous Architecture provides a broad architectural perspective for continuous delivery, and describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing continuous delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

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#.

JavaScript Robotics Backstop Media,Rick Waldron,Pawel Szymczykowski,Raquel Velez,Julian David Duque,Anna Gerber,Emily Rose,Susan Hinton,Jonathan Beri,Donovan Buck,Sara Gorecki,Kassandra Perch,Andrew Fisher,David Resseguie,Lyza Danger Gardner,Bryan Hughes,2015-04-13 JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

Pro JavaScript Design Patterns Dustin Diaz,Ross Harmes,2008-03-11 With Pro JavaScript Design Patterns, you'll start with the basics of object-oriented programming in JavaScript applicable to design patterns, including making JavaScript more expressive, inheritance, encapsulation, information hiding, and more. The book then details how to implement and take advantage of several design patterns in JavaScript. Each chapter is packed with real-world examples of how the design patterns are best used and expert advice on writing better code, as well as what to watch out for. Along the way you'll discover how to create your own libraries and APIs for even more efficient coding.

Programming 3D Applications with HTML5 and WebGL Tony Parisi,2014-02-13 Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

Professional Ajax Nicholas C. Zakas,Jeremy McPeak,Joe Fawcett,2011-08-15 Professional Ajax 2nd Edition provides a developer-level tutorial of Ajax techniques, patterns, and use cases. The book begins by exploring the roots of Ajax, covering how the evolution of the web and new technologies directly led to the development of Ajax techniques. A detailed discussion of how frames, JavaScript, cookies, XML, and XMLHttpRequest requests (XHR) related to Ajax is included. After this introduction, the book moves on to cover the implementation of specific Ajax techniques. Request brokers such as hidden frames, dynamic iframes, and XHR are compared and contrasted, explaining when one method should be used over another. To make this discussion clearer, a brief overview of HTTP requests and responses is included. Once a basic understanding of the various request types is discussed, the book moves on to provide in-depth examples of how and when to use Ajax in a web site or web application. Different data transmission formats, including plain text, HTML, XML, and JSON are discussed for their advantages and disadvantages. Also included is a discussion on web services and how they may be used to perform Ajax techniques. Next, more complex topics are covered. A chapter introducing a request management framework explores how to manage all of the requests inside of an Ajax application. Ajax debugging techniques are also discussed. Professional Ajax 2nd edition is written for Web application developers looking to enhance the usability of their web sites and web applications and intermediate JavaScript developers looking to further understand the language. Readers should have familiarity with XML, XSLT, Web Services, PHP or C#, HTML, CSS. Professional Ajax 2nd edition adds nearly 200 pages of new and expanded coverage compared to the first edition.

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