

Scroll&ajax&p2

Robin Nixon

JQuery & Ajax Untuk Web Designer Rismon Hasiholan Sianipar, 2016-02-08 jQuery merupakan sebuah pustaka JavaScript yang memuat banyak perangkat siap pakai. Perangkat-perangkat tersebut berupa kode-kode JavaScript pustaka yang dapat langsung dipakai untuk halaman Web Anda. Pada buku ini, Anda akan menikmati tur fitur-fitur yang membuat jQuery sangat populer. jQuery dikhususkan agar Anda dapat menyeleksi elemen-elemen halaman Web, jauh lebih baik dari pustaka JavaScript lain. Anda akan melihat bagaimana memodifikasi tampilan, gaya, visibilitas, dan teks dari tiap elemen halaman Web. jQuery juga menawarkan banyak fungsi utilitas untuk menentukan kapabilitas browser. Di samping itu, jQuery juga dikenal dengan kemampuan dari efek visualnya. Pada buku ini, Anda akan melihat apa yang bisa Anda lakukan dengan jenis-jenis efek ini. Anda juga akan belajar tentang banyak widget jQuery, yang merupakan kontrol-kontrol populer yang dapat Anda gunakan pada halaman Web: kalender, accordion, slider, tabs, dan lainnya. Terakhir, Anda akan belajar tentang Ajax. Buku ini merangkum Ajax dalam dua bab: satu bab untuk menunjukkan kemampuan dasar, dan satu bab lagi untuk menjelajah teritori lebih dalam dari Ajax. Ketika Anda selesai membaca buku ini, Anda akan menjadi pakar dalam menggunakan Ajax dengan jQuery. Berikut merupakan topik-topik yang dibahas pada buku ini: Bab 1. Dasar-Dasar jQuery Bab 2. Menyeleksi Elemen dengan jQuery Bab 3. Bekerja dengan Elemen dengan jQuery Bab 4. Bekerja dengan Event Bab 5. Efek Visual dan Animasi Bab 6. Fungsi-Fungsi Utilitas jQuery Bab 7. Dasar-Dasar Ajax Bab 8. Lebih Lanjut dengan Ajax Bab 9. Menggunakan Widget jQuery

Ajax Anthony T. Holdener, 2008 Provides information on the basics of Ajax to create Web applications that function like desktop programs.

jQuery Pocket Reference David Flanagan, 2010-12-09 As someone who uses jQuery on a regular basis, it was surprising to

discover how much of the library I'm not using. This book is indispensable for anyone who is serious about using jQuery for non-trivial applications.-- Raffaele Cecco, longtime developer of video games, including Cybernoid, Exolon, and Stormlord

jQuery is the write less, do more JavaScript library. Its powerful features and ease of use have made it the most popular client-side JavaScript framework for the Web. Ideal for JavaScript developers at all skill levels, this book is jQuery's trusty companion: the definitive read less, learn more guide to the library. jQuery Pocket Reference explains everything you need to know about jQuery, completely and comprehensively. You'll learn how to: Select and manipulate document elements Alter document structure Handle and trigger events Create visual effects and animations Script HTTP with Ajax utilities Use jQuery's selectors and selection methods, utilities, plugins and more The 25-page quick reference summarizes the library, listing all jQuery methods and functions, with signatures and descriptions.

DOM Enlightenment Cody Lindley, 2013-02-08 With DOM Enlightenment, you'll learn how to manipulate HTML more efficiently by scripting the Document Object Model (DOM) without a DOM library. Using code examples in cookbook style, author Cody Lindley (jQuery Cookbook) walks you through modern DOM concepts to demonstrate how various node objects work. Over the past decade, developers have buried the DOM under frameworks that simplify its use. This book brings these tools back into focus, using concepts and code native to modern browsers. If you have JavaScript experience, you'll understand the role jQuery plays in DOM scripting, and learn how to use the DOM directly in applications for mobile devices and specific browsers that require low overhead. Understand JavaScript node objects and their relationship to the DOM Learn the properties and methods of document, element, text, and DocumentFragment objects Delve into element node selecting, geometry, and inline styles Add CSS style sheets to an HTML document and use

CSSStyleRule objects Set up DOM events by using different code patterns Learn the author's vision for dom.js, a jQuery-inspired DOM Library for modern browsers

Learning PHP, MySQL, JavaScript, and CSS Robin

Nixon, 2012-08-27 Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together

High Performance JavaScript Nicholas C. Zakas, 2010-03-11 If

you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan

Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

Zend PHP 5 Certification Study Guide Davey Shafik,Ben Ramsey,2006-10 Zend's new PHP 5 Certification Exam represent an excellent tool for professional PHP developers who want to distinguish themselves in their field. phparchitect's Zend PHP 5 Certification Study Guide, edited and produced by the publishers of phparchitect magazine, provides the most comprehensive and thorough preparation tool for developers who wish to take the exam. This book provides complete coverage of every topic that is part of the exam, including: ? PHP Basics ? Functions ? Arrays ? Strings and Patterns ? Web Programming ? Object Oriented Programming ? Database Programming ? Object-oriented Design ? XML and Web Services ? Security ? Streams and Network Programming ? Differences Between PHP 4 and 5 Written by PHP professionals and Zend Certified PHP 5 Engineers Davey Shafik and Ben Ramsey, and reviewed by core PHP developer Derick Rethans, this is the perfect book for every prospective Zend Certified PHP Engineer candidate!

Wicket in Action Eelco Hillenius,Martijn Dashorst,2008-07-31 There are dozens of Java frameworks out there, but most of them require you to learn special coding techniques and new, often rigid, patterns of development. Wicket

is different. As a component-based Web application framework, Wicket lets you build maintainable enterprise-grade web applications using the power of plain old Java objects (POJOs), HTML, Ajax, Spring, Hibernate and Maven. Wicket automatically manages state at the component level, which means no more awkward HttpSession objects. Its elegant programming model enables you to write rich web applications quickly. Wicket in Action is an authoritative, comprehensive guide for Java developers building Wicket-based Web applications. This book starts with an introduction to Wicket's structure and components, and moves quickly into examples of Wicket at work. Written by two of the project's earliest and most authoritative experts, this book shows you both the how-to and the why of Wicket. As you move through the book, you'll learn to use and customize Wicket components, how to interact with other technologies like Spring and Hibernate, and how to build rich, Ajax-driven features into your applications. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Learning ArcGIS Pro 2 Tripp Corbin, 2020-07-24 Create 2D maps and 3D scenes, analyze GIS data, and share your results with the GIS community using the latest ArcGIS Pro 2 features
Key Features
Get up to speed with the new ribbon-based user interface, projects, models, and common workflows in ArcGIS Pro 2
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Book Description
Armed with powerful tools to visualize, maintain, and analyze data, ArcGIS Pro 2 is Esri's newest desktop geographic information system (GIS) application that uses the modern ribbon interface and a 64-bit processor to make using GIS faster and more efficient. This second edition of Learning ArcGIS Pro will show you how you can use this powerful desktop GIS application to create maps, perform spatial analysis, and maintain data. The book begins by showing you how to install ArcGIS and listing the

software and hardware prerequisites. You'll then understand the concept of named user licensing and learn how to navigate the new ribbon interface to leverage the power of ArcGIS Pro for managing geospatial data. Once you've got to grips with the new interface, you'll build your first GIS project and understand how to use the different project resources available. The book shows you how to create 2D and 3D maps by adding layers and setting and managing the symbology and labeling. You'll also discover how to use the analysis tool to visualize geospatial data. In later chapters, you'll be introduced to Arcade, the new lightweight expression language for ArcGIS, and then advance to creating complex labels using Arcade expressions. Finally, you'll use Python scripts to automate and standardize tasks and models in ArcGIS Pro. By the end of this ArcGIS Pro book, you'll have developed the core skills needed for using ArcGIS Pro 2.x competently. What you will learn

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Display data based on discrete attribute values or range of values
Label features on a GIS map based on one or more attributes using Arcade
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Share ArcGIS Pro maps, projects, and data with other GIS community members
Explore the most used geoprocessing tools for performing spatial analysis
Create Tasks based on common workflows to standardize processes
Automate processes using ModelBuilder and Python scripts

Who this book is for If you want to learn ArcGIS Pro to create maps and, edit and analyze geospatial data, this ArcGIS book is for you. No knowledge of GIS fundamentals or experience with any GIS tool or ArcGIS software suite is required. Basic Windows skills, such as navigating and file management, are all you need.

Business Process Management Design Guide: Using IBM Business Process Manager Dr. Ali Arsanjani, Nakul Bharade, Magnus Borgenstrand, Philipp Schume, J. Keith Wood, Vyacheslav Zheltonogov, IBM Redbooks, 2015-04-27 IBM®

Business Process Manager (IBM BPM) is a comprehensive business process management (BPM) suite that provides visibility and management of your business processes. IBM BPM supports the whole BPM lifecycle approach: Discover and document Plan Implement Deploy Manage Optimize Process owners and business owners can use this solution to engage directly in the improvement of their business processes. IBM BPM excels in integrating role-based process design, and provides a social BPM experience. It enables asset sharing and creating versions through its Process Center. The Process Center acts as a unified repository, making it possible to manage changes to the business processes with confidence. IBM BPM supports a wide range of standards for process modeling and exchange. Built-in analytics and search capabilities help to further improve and optimize the business processes. This IBM Redbooks® publication provides valuable information for project teams and business people that are involved in projects using IBM BPM. It describes the important design decisions that you face as a team. These decisions invariably have an effect on the success of your project. These decisions range from the more business-centric decisions, such as which should be your first process, to the more technical decisions, such as solution analysis and architectural considerations.

jQuery in Action Bear Bibeault, Yehuda Katz, 2017-07-16
jQuery was written to express, in short-order, the concepts essential to intermediate and advanced jQuery development. Its purpose is to instill in you, the reader, practices that jQuery developers take as common knowledge. Each chapter contains concepts essential to becoming a seasoned jQuery developer. This book is intended for two types of readers. The first is someone who has read introductory material on jQuery and is looking for the next logical step. The second type of reader is a JavaScript developer, already versed in another library, now trying to quickly learn jQuery. I crafted this book to be used as my own

personal reference point for jQuery concepts. This is exactly the type of book I wish every JavaScript library had available. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

HTML5 for .NET Developers Ian Gilman,James Jackson,2012-11-30 Summary HTML5 for .NET Developers teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and learn techniques that will prepare you to build metro-style applications for Windows 8 and WP 8. This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a

free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps This book speaks directly to the interests and concerns of the .NET developer.—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state management Offline web applications

Beginning Google Maps API 3 Gabriel

Svennerberg, 2010-09-08 This book is about the next generation of the Google Maps API. It will provide the reader with the skills and knowledge necessary to incorporate Google Maps version 3 on web pages in both desktop and mobile browsers. It also describes how to deal with common problems that most map developers encounter at some point, like performance and usability issues with having too many markers and possible solutions to that. Introduction to the Google Maps API version 3 Solutions to common problems most developers encounters (too many markers, common JavaScript pitfalls) Best practices using HTML/CSS/JavaScript and Google Maps

Web Technologies: A Computer Science Perspective

(Subscription) Jeffrey C. Jackson, 2011-11-21 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Web Technologies: A Computer Science Perspective is ideal for courses in Web-based Systems (aka Web/Internet Programming/Systems) in Computer Science, MIS, and IT departments. This text introduces the key technologies that have been developed as part of the birth and maturation of the World Wide Web. It provides a consistent, in-depth treatment of

technologies that are unlikely to receive detailed coverage in non-Web computer science courses. Students will find an ongoing case study that integrates a wide spectrum of Web technologies, guidance on setting up their own software environments, and a variety of exercises and project assignments.

JavaScript with Promises Daniel Parker, 2015-06-01

Asynchronous JavaScript is everywhere, whether you're using Ajax, AngularJS, Node.js, or WebRTC. This practical guide shows intermediate to advanced JavaScript developers how Promises can help you manage asynchronous code effectively—including the inevitable flood of callbacks as your codebase grows. You'll learn the inner workings of Promises and ways to avoid difficulties and missteps when using them. The ability to asynchronously fetch data and load scripts in the browser broadens the capabilities of JavaScript applications. But if you don't understand how the async part works, you'll wind up with unpredictable code that's difficult to maintain. This book is ideal whether you're new to Promises or want to expand your knowledge of this technology. Understand how async JavaScript works by delving into callbacks, the event loop, and threading. Learn how Promises organize callbacks into discrete steps that are easier to read and maintain. Examine scenarios you'll encounter and techniques you can use when writing real-world applications. Use features in the Bluebird library and jQuery to work with Promises. Learn how the Promise API handles asynchronous errors. Explore ECMAScript 6 language features that simplify Promise-related code.

JavaScript Step by Step Steve Suehring, 2010 Provides information on creating Web applications with JavaScript.

Pro ASP.NET MVC 3 Framework Adam Freeman, Steven Sanderson, 2011-08-06 The ASP.NET MVC 3 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful

extensibility, combined with all the benefits of ASP.NET 4. In this third edition, the core model-view-controller (MVC) architectural concepts are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with the latest C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice. The book's authors Steve Sanderson and Adam Freeman have both watched the growth of ASP.NET MVC since its first release. Steve is a well-known blogger on the MVC Framework and a member of the Microsoft Web Platform and Tools team. Adam started designing and building web applications 15 years ago and has been responsible for some of the world's largest and most ambitious projects. You can be sure you are in safe hands.

Learning PHP, MySQL & JavaScript Robin Nixon, 2018-05-09
Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you'll tackle dynamic web programming with the latest versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, you'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL, from database structure to complex queries Use the MySQLi extension, PHP's improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage cookies and sessions and maintain a high level of security Enhance the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background

browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps

Ajax on Java Steven Douglas Olson, 2007-02-22 This practical guide shows you how to make your Java web applications more responsive and dynamic by incorporating new Ajaxian features, including suggestion lists, drag-and-drop, and more. Java developers can choose between many different ways of incorporating Ajax, from building JavaScript into your applications by hand to using the new Google Web Toolkit (GWT). Ajax on Java starts with an introduction to Ajax, showing you how to write some basic applications that use client-side JavaScript to request information from a Java servlet and display it without doing a full page reload. It also presents several strategies for communicating between the client and the server, including sending raw data, and using XML or JSON (JavaScript Object Notation) for sending more complex collections of data. The book then branches out into different approaches for incorporating Ajax, which include: The Prototype and script.aculo.us Javascript libraries, the Dojo and Rico libraries, and DWR Integrating Ajax into Java ServerPages (JSP) applications Using Ajax with Struts Integrating Ajax into Java ServerFaces (JSF) applications Using Google's GWT, which offers a pure Java approach to developing web applications: your client-side components are written in Java, and compiled into HTML and JavaScript Ajax gives web developers the ability to build applications that are more interactive, more dynamic, more exciting and enjoyable for your users. If you're a Java developer and haven't tried Ajax, but would like to get started, this book is essential. Your users will be grateful.

Head First Java Kathy Sierra, Bert Bates, 2005-02-09 Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You

might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to

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Introduction**

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