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Full Stack Web Development with Backbone.js Patrick Mulder, 2014-06-10 Learn how to build a full stack application with Backbone js by taking advantage of JavaScript modules workflow automation and Backbone s interface building blocks With this practical

guide author Patrick Mulder takes experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single page application Backbone's rich ecosystem of plugins makes applications easier to design and scale but knowing which tools to use for your project can be tricky How do you combine views and the data layer with Backbone or serve and deploy JavaScript assets You'll not only learn the answers to these and many other questions you'll also discover Backbone's vast number of use cases Get started quickly by using a Backbone.js and Browserify Track state and organize data with Backbone models and collections Capture events from users by using views and manipulating the DOM Combine Backbone views with advanced HTML templates Use Backbone to browse remote data sources from an API Authenticate and authorize client side interactions Build a backend API with Node.js and Restify Set up workflow automation with Bower Grunt Yeoman and RequireJS

HTML5 Canvas Steve Fulton, Jeff Fulton, 2011-05-03 HTML5 is revolutionizing the way Web applications are developed and this practical hands on book puts developers right in the middle of the action The book also includes tips for Flash developers on how to transfer their skills to HTML5 programming

JavaScript Bitmap Graphics with Canvas Ian Elliot, 2019-09-09 Since the introduction of Canvas into HTML JavaScript has been a first class language for graphics allowing you to create graphics without resorting to a library of any kind This book is all about programming Canvas Like many books and online resources it covers the basics of using Canvas but it also goes into many of the skills that you need to make good use of these facilities For example a graphics application often needs to download or upload files but exactly how to do this in a modern way is difficult to find out If you do upload a file then you might want to work with it at the pixel level and this requires working with raw binary data How do you do this in JavaScript which tries hard to keep data types hidden from the programmer As far as the user is concerned there is also the issue of how to keep graphic processes from bringing your application to a halt You need to keep graphics on a separate thread or use the GPU to get the job done or both Although most of the book is concerned with the standard 2d graphics context the final chapters explain the use of WebGL with Canvas as a general purpose rendering engine including how to use it for 3D graphics and for fast 2D graphics What you will learn The canvas element and the fundamental ideas of a path and its stroke and fill properties Transformations organizing and using unit shapes as the building blocks for complex graphics Working with text including typography and SVG Text Clipping compositing and effects The Image object as a source of bitmaps Image loading and saving using async and await Sprite based animation using web workers and OffscreenCanvas Files blobs and the Fetch API Image processing filters and convolution Using Canvas with WebGL for 3D graphics display Using WebGL to implement fast 2D graphics Ian Elliot is a core member of the I Programmer team where he writes on all aspects of web development This is his fifth book on JavaScript The others are Just JavaScript An Idiomatic Approach JavaScript Async Events Callbacks Promises and Async Await Just jQuery The Core UI and Just jQuery Events Async AJAX

Core HTML5 Canvas David Geary, 2012-05-14 One of HTML5's most exciting features Canvas provides a powerful 2D graphics API that lets you

implement everything from word processors to video games In Core HTML5 Canvas best selling author David Geary presents a code fueled no nonsense deep dive into that API covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices Succinctly and clearly written this book examines dozens of real world uses of the Canvas API such as interactively drawing and manipulating shapes saving and restoring the drawing surface to temporarily draw shapes and text and implementing text controls You ll see how to keep your applications responsive with web workers when you filter images how to implement smooth animations and how to create layered 3D scrolling backgrounds with parallax In addition you ll see how to implement video games with extensive coverage of sprites physics collision detection and the implementation of a game engine and an industrial strength pinball game The book concludes by showing you how to implement Canvas based controls that you can use in any HTML5 application and how to use Canvas on mobile devices including iOS5 This authoritative Canvas reference covers The canvas element using it with other HTML elements handling events printing a canvas and using offscreen canvases Shapes drawing dragging erasing and editing lines arcs circles curves and polygons using shadows gradients and patterns Text drawing positioning setting font properties building text controls Images drawing scaling clipping processing and animating Animations creating smooth efficient and portable animations Sprites implementing animated objects that have painters and behaviors Physics modeling physical systems falling bodies pendulums and projectiles and implementing tweening for nonlinear motion and animation Collision detection advanced techniques clearly explained Game development all aspects of game development such as time based motion and high score support implemented in a game engine Custom controls infrastructure for implementing custom controls implementing progress bars sliders and an image panner Mobile applications fitting Canvas apps on a mobile screen using media queries handling touch events and specifying iOS5 artifacts such as app icons Throughout the book Geary discusses high quality reusable code to help professional developers learn everything they really need to know with no unnecessary verbiage All of the book s code and live demonstrations of key techniques are available at corehtml5canvas.com

Adobe Dreamweaver CS6 Bible Joseph Lowery, 2012-06-26 Thoroughly covers the latest version of the leading website development software Web designers rely on Dreamweaver to create functional attractive websites quickly and efficiently The newest version adds some important functionality for tablet and smart phone screens HTML5 enhancements CSS3 updates and native mobile application development for iOS Android and other platforms This comprehensive guide covers them all and much more making it the complete course in Dreamweaver for new users as well as a vital guide to help experienced designers delve deeper into more advanced topics Covers all the updates in the newest version of Dreamweaver including multi screen responsive web design for desktop tablets and phones plug in free video and audio playback new web font support and native mobile application development for Apple iOS Google Android Palm Symbian BlackBerry and other platforms Features all the basic information for new users as well as detailed

coverage of more advanced topics Shows how to set preferences access the code directly build pages using style sheets work with text and images set up tables create interactive forms and use frames and framesets Explores JavaScript frameworks powering Ajax pages with jQuery making data dynamic using content management systems like WordPress inserting Flash elements using video and audio integrating with XML and XSLT animating with CSS3 and much more Dreamweaver CS6 Bible is the A to Z Dreamweaver reference for all web developers **Web Techniques**, 1998 **Getting Started with p5.js** Lauren McCarthy, Casey Reas, Ben Fry, 2015-10-12 With p5.js you can think of your entire Web browser as your canvas for sketching with code Learn programming the fun way by sketching with interactive computer graphics Getting Started with p5.js contains techniques that can be applied to creating games animations and interfaces p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects including text input video webcam and sound Like its older sibling Processing p5.js makes coding accessible for artists designers educators and beginners Written by the lead p5.js developer and the founders of Processing this book provides an introduction to the creative possibilities of today's Web using JavaScript and HTML With Getting Started with p5.js you'll quickly learn programming basics from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy to follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

How to Do Graphics with JavaScript Srikanth Reddy Janumpally, 1999 **Foundation Flash MX** Kristian Besley, Sham Bhangal, Amanda Farr, 2003-09-29 If you've never used Flash before this is the book for you It uses a series of structured exercises to give you the broad solid foundation knowledge you need to start your exploration of Flash from scratch Foundation Flash MX uses a proven sequential detailed and accessible tutorial style to ensure that you'll retain your learning and be able to draw on it throughout your Flash career Macromedia Flash MX is an exciting product providing rich creative opportunities for Flash designers and developers at all levels of ability and experience No single book can hope to provide adequate coverage of all aspects of Flash MX which is why this book focuses relentlessly on the core skills that you need to get you started understanding the interface familiarizing yourself with the creative tools and their capabilities grasping the relationships between the different components that make up a Flash movie getting insight into how to put all the pieces together and hook them up with ActionScript All these aspects and much more are covered in detailed tutorials and exercises reinforced with a case study that runs throughout the book to apply everything in a real world context If you're looking for a book that'll give you a rock solid grounding in Flash MX then this is the title for you **Harley Hahn's Internet & Web Yellow Pages** Harley Hahn, 1996-10 With more than one million Internet Yellow Pages in print this edition will be a must have book for anyone who wants to explore the vast reaches of the Internet Wall Street Journal This 1997 edition's content has been completely revised and updated to ensure that only the most intriguing and useful resources remain or are added in the book The CD ROM contains an electronic version of the book with linked URLs resource listings with an interface from

industry leader Modern Age Books COVER TITLE HTML5 Canvas Steve Fulton, Jeff Fulton, 2011-05-06 No matter what platform or tools you use the HTML5 revolution will soon change the way you build web applications if it hasn't already HTML5 is jam packed with features and there's a lot to learn This book gets you started with the Canvas element perhaps HTML5's most exciting feature Learn how to build interactive multimedia applications using this element to draw render text manipulate images and create animation Whether you currently use Flash Silverlight or just HTML and JavaScript you'll quickly pick up the basics Practical examples show you how to create various games and entertainment applications with Canvas as you learn Gain valuable experience with HTML5 and discover why leading application developers rave about this specification as the future of truly innovative web development Create and modify 2D drawings text and bitmap images Incorporate and manipulate video and add audio Build a basic framework for creating a variety of games on Canvas Use bitmaps and tile sheets to develop animated game graphics Go mobile port Canvas applications to iPhone with PhoneGap Explore ways to use Canvas for 3D and multiplayer game applications **35th AIAA/ASME/SAE/ASEE Joint Propulsion Conference and Exhibit**, 1999 Publish!, 1999 **Canvas Pocket Reference** David Flanagan, 2010-12-14 The Canvas element is a revolutionary feature of HTML5 that enables powerful graphics for rich Internet applications and this pocket reference provides the essentials you need to put this element to work If you have working knowledge of JavaScript this book will help you create detailed interactive and animated graphics from charts to animations to video games whether you're a web designer or a programmer interested in graphics Canvas Pocket Reference provides both a tutorial that covers all of the element's features with plenty of examples and a definitive reference to each of the Canvas related classes methods and properties You'll learn how to Draw lines polygons and curves Apply colors gradients patterns and transparency Use transformations to smoothly rotate and resize drawings Work with text in a graphic environment Apply shadows to create a sense of depth Incorporate bitmapped images into vector graphics Perform image processing operations in JavaScript

Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript Mario Andres Pagella, 2011-08-26 Anyone familiar with Zynga's Farmville understands how fun and addictive real time social games can be This hands on guide shows you how to design and build one of these games from start to finish with nothing but open source tools You'll learn how to render graphics animate with sprites add sound validate scores to prevent cheating and more using detailed examples and code samples By the end of the book you'll complete a project called Tourist Resort that combines all of the techniques you've learned You'll also learn how to integrate your game with Facebook If you're familiar with JavaScript HTML5 and CSS3 you're ready to get started Use HTML5's canvas element to build smooth animations with sprites Create an isometric grid pattern for high performance graphics Design a GUI that works equally well on mobile devices and PCs Add sound to your game with HTML5's audio element Implement the game's path finding function with WebWorkers Build a client data model on the server with PHP and MySQL Make your game come alive with dynamic CSS3 objects

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