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PhoneGap: Beginner's Guide

Jump Start Html5

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Learning Web Design John Wiley & Sons

HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5.

Jump Start JavaScript "O'Reilly Media, Inc."

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

CSS Master SitePoint

This short book provides a practical introduction to HTML5. HTML (HyperText Markup Language) is the predominant language of web pages. Originally developed as a way to describe and share scientific papers, HTML is now used to mark up all sorts of documents and create visual interfaces for browser-based software. With HTML5, however, HTML has become as much an API for developing browser-based software as it is a markup language. In this book, we'll talk about the history of HTML and HTML5 and explore its new features. It covers: HTML5 basics Multimedia Canvas and SVG HTML5 applications HTML5 APIs HTML5 is required knowledge for every professional web designer and developer. This book will quickly get you up to speed with the fundamentals of HTML5 and give you the confidence to start experimenting on your own.

HTML5 Digital Classroom, (Book and Video Training) Jones &

Bartlett Learning

Get a Jump Start on Responsive Web Design today! Responsive Web Design is redefining the way websites are designed, enabling you to craft websites that deliver exceptional experiences to your users - whether they happen to be using a desktop PC, tablet or mobile device. In just one weekend with this SitePoint book, you'll learn how to: Use media queries to maximize website usabilityHarness the power of fluid gridsUse dynamic images to automatically scale and select appropriate images Plus you'll discover how to use responsive content and a mobile first approach.

Core HTML5 2D Game Programming SitePoint

The Truth About HTML5 is for web designers, web developers, and front-end coders who want to get up to speed with HTML5. The book isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. It will show you what rocks in HTML5 today and what the future holds. Marking up a basic web page shouldn't be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts (the HTML5 spec). Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong information on the Internet. Get the truth on HTML5's markup here. You'll also find out about HTML5's new microdata standard that's being used on major websites, such as eBay and IMDB, right now, and get the low-down on the Canvas object and what it can and can't do for you. The book also covers how HTML5 affects CMSs and web apps, what HTML5 means for mobile, and what the future holds. HTML5 isn't one big blob of technology that will be "finished" at some point in the future. It's a grab bag of cool stuff, much of which has been around for years. Learn what's well supported and ready to go today. Now that the initial wave of hype is over, it's time to learn the truth about HTML5. What you'll learn How to write elegant and up-to-date HTML5 markup How to use microdata - the future of the semantic web What the Canvas object can and can't do, and how to use it correctly How to use new features such as enhanced forms and video and audio Which HTML5 features are production ready, and what the future holds Who this book is for The Truth About HTML5

is for web developers and designers who want to start using HTML5 properly in their web projects. Now that the dust has settled on HTML5, it's a good time for beginners to jump aboard, and for experienced developers to take stock of what's out there. Table of Contents A Somewhat Sensationalized History of HTML5 What HTML5 Means for a Modern Web Page The Pain and Pleasure of Page Structure Elementary, My Dear WHATWG? The Truth Behind the New Structural Tags Semantics, Micro-Semantics, and Schema.org HTML5 Boosted My Page Rank, and other SEO Myths The New Nonstructural HTML5 Tags and When You Should Use Them HTML5 Forms: Beauty and the Beast Canvas, Gaming, and Flash Hear No , See No SVG: It Lives! Web Apps, Mobile, and What Comes Next Performance Based Design: The Future

Enterprise Web Development SitePoint

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Examines new web development advancements including new technologies and changes to the standards Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

Jump Start PHP Environment Pearson Education

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

JavaScript: Novice to Ninja "O'Reilly Media, Inc."

Explains the fundamentals of JavaScript programming to create a variety of applications, games, and graphics.

Building HTML5 Games with ImpactJS Apress

Provides lessons explaining essential skills and concepts, including formatting text with CSS, creating forms, working with video and audio elements, using Canvas, and offline storage.

Jump Start Responsive Web Design Packt Publishing Ltd

Many entry level PHP developers want a quick path to glory, a shortcut to "knowing PHP." Too many books and tutorials go straight into a pre-made, awful environment that just wants you to code, with no regard for security, version control, or other absolutely essential practices. This book is aimed at the absolute beginner who wants to start learning PHP, but aims to set you up with a thorough understanding of what makes for a good, modern, adaptable PHP environment before you start diving into PHP itself. This book will cover a the essential building blocks of a good PHP environment, including covering topics such as: The anatomy of a web request The importance of a good IDE Using Composer for package management Version control with Git and GitHub Deployment and hosting options Using virtual machines Build a sample app from scratch and deploy it -- the right way And much more!

Head First HTML5 Programming "O'Reilly Media, Inc."

The Principles of Beautiful Web Design is the ideal book for people who can build websites, but are seeking the skills and knowledge to visually enhance their sites. This book will teach you how to: Understand what makes "good design," from discovery through to implementation Use color effectively, develop color schemes, and create a palette Create pleasing layouts using grids, the rule of thirds, and symmetry Employ textures: lines, points, shapes, volumes, and depth Apply typography to make ordinary designs look great Choose, edit, and position effective imagery And lots more... This easy-to-follow guide is illustrated with beautiful, full-color examples, and will lead you through the process of creating great designs from start to finish. The third edition of this book has been greatly revised and now features: Updated and expanded coverage of mobile and responsive web design (RWD) ; A new sample project ; New sections on user interface and icon design ; Common user-interface patterns and resources.

Core HTML5 Canvas "O'Reilly Media, Inc."

This short SitePoint book provides readers with a fun and yet practical introduction to Cascading Style Sheets (CSS), the language used to style and lay out all web pages. This book will quickly get you up to speed with the fundamentals of CSS and give you the confidence to start experimenting on your own. It covers: Layout techniques Images, backgrounds, text Navigation Getting fancy with CSS3 The book is built around a real-life example project: a recipe website design. It's a fun and easily understandable project that is used to demonstrate the concepts outlined in the book in a practical way. This is a clear, approachable and very easy-to-follow book that will get you to speed with CSS in no time.

Beginning HTML5 and CSS3 SitePoint

Step-by-step guide to creating a 2D game using Impact, the JavaScript game framework that works with HTML5's Canvas element.

Foundation Game Design with HTML5 and JavaScript Pearson Education

Learn JavaScript from scratch! Packed with numerous examples, JavaScript: Novice to Ninja is a fun, step-by-step and comprehensive introduction to development in JavaScript. Discover how to use JavaScript to solve real-world problems, build smarter forms, track user events, and design eye-catching

animations. Learn JavaScript's built-in functions, methods, and properties. Use JavaScript to validate form entries and interact with your users. Understand how to respond to user events and add interactivity to your applications. Create animations that bring your web site to life. Start programmi.

AngularJS: Novice to Ninja SitePoint

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3.

JavaScript Cookbook SitePoint

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package

managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap
Jump Start Responsive Web Design SitePoint
 Annotation Get a Jump Start on Responsive Web Design today! Responsive Web Design is redefining the way websites are designed, enabling you to craft websites that deliver exceptional experiences to your users - whether they happen to be using a desktop PC, tablet or mobile device. In just one weekend with this SitePoint book, you'll learn how to: Use media queries to maximize website usability Harness the power of fluid grids Use dynamic images to automatically scale and select appropriate images Plus you'll discover how to use responsive content and a mobile first approach.

Jump Start HTML5 SitePoint

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.

Start Here! Learn HTML5 SitePoint

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the

skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Jump Start Responsive Web Design SitePoint

Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.