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XXLX7G - DAPHNE MIDDLETON

What is this book about? Extensible Markup Language (XML) is a rapidly maturing technology with powerful real-world applications, particularly for the management, display, and organization of data. Together with its many related technologies it is an essential technology for anyone using markup languages on the web or internally. This book teaches you all you need to know about XML — what it is, how it works, what technologies surround it, and how it can best be used in a variety of situations, from simple data transfer to using XML in your web pages. It builds on the strengths of the first edition, and provides new material to reflect the changes in the XML landscape — notably SOAP and Web Services, and the publication of the XML Schemas Recommendation by the W3C. What does this book cover? Here are just a few of the things this book covers: XML syntax and writing well-formed XML Using XML Namespaces Transforming XML into other formats with XSLT XPath and XPointer for locating specific XML data XML Validation using DTDs and XML Schemas Manipulating XML documents with the DOM and SAX 2.0 SOAP and Web Services Displaying XML using CSS and XSL Incorporating XML into tradition databases and n-tier architectures XLink and XPointer for linking XML and non-XML resources Who is this book for? Beginning XML, 2nd Edition is for any developer who is interested in learning to use XML in web, e-commerce or data-storage applications. Some knowledge of mark up, scripting, and/or object oriented programming languages is advantageous, but not essential, as the basis of these techniques are explained as required.

Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.

Programmers love its flexibility and speed; designers love its accessibility and convenience. When it comes to creating web sites, the PHP scripting language is truly a red-hot property. In fact, PHP is currently used on more than 19 million web sites, surpassing Microsoft's ASP .NET technology in popularity. Not surprisingly, this surge in usage has resulted in a number of PHP books hitting the market. Only one, though, takes the language beyond traditional Web programming and into mapping, graphing, multimedia, and beyond: PHP Hacks. In PHP Hacks, author Jack Herrington wrings out his 20 years of code generation experience to deliver hands-on tools ranging from basic PHP and PEAR installation and scripting to advanced multimedia and database optimizing tricks. On the practical side of things, PHP Hacks helps you develop more robust PHP applications by explaining how to improve your database design, automate application testing, and employ design patterns in your PHP scripts and classes. In the category of "cool," Herrington explains how to upgrade your Web interface through the creation of tabs, stickies, popups, and calendars. He even examines how to leverage maps and graphics in PHP. There's also a bounty of image and application hacks, including those that show you how to: Integrate web sites with Google maps and satellite imaging Dynamically display iPhoto libraries online Add IRC, SMS, and Instant Messaging capabilities to your Web applications Drop the latest Wikipedia dictionary onto your Sony PSP Render graphics and user interfaces with SVG, DHTML, and Ajax Whether you're a newcomer or an expert, you'll find great value in PHP Hacks, the only PHP guide that offers something useful and fun for everyone.

Il volume 30 di «Archeologia e Calcolatori» si apre con un inserto speciale, dedicato al trentennale della rivista. Alle introduzioni di F. Djindjian e di P. Moscati, che delineano un quadro dell'informatica archeologica nel suo divenire, seguono gli articoli dei membri del Comitato di Redazione, a testimoniare l'attività di ricerca e di sperimentazione che ha caratterizzato il cammino editoriale della rivista, e il contributo di una giovane laureata dell'Università Bocconi, che ha lavorato a stretto contatto con il team di «Archeologia e Calcolatori». Nella parte centrale sono pubblicati gli articoli proposti annualmente dagli autori. Ne emerge un quadro che rappresenta gli aspetti applicativi più qualificanti dell'informatica archeologica (le banche dati, i GIS, le analisi statistiche, i sistemi multimediali), ma che guarda oggi con sempre maggiore interesse agli strumenti di visualizzazione scientifica e di comunicazione delle conoscenze. Il volume si chiude con gli Atti del XII Workshop ArqueoFOSS (Free, Libre and Open Source Software e Open Format nei processi di ricerca archeologica), un'iniziativa lodevole, nata nel 2006, cui si è più volte dato spazio nelle pagine della rivista.

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

A visual and accessible guide to JavaScript and jQuery in a built-to-last hardcover edition In JavaScript & jQuery renowned author Jon Duckett discards

the traditional programming book template and approaches writing code in a more relevant, less intimidating way. Full-color and packed with instructional graphics and photos, his books have gained a loyal following by illustrating programming in a way both instructive for newcomers and invaluable for seasoned coders. By discussing JavaScript and jQuery in a single text, Duckett ensures you will quickly be writing your own working scripts. Yet the book doesn't assume you have experience in either JavaScript or jQuery. By making use of popular jQuery plugins, Duckett illustrates techniques that would require pages upon pages of detailed explanation if you were being taught to create the plugins yourself. This durable and attractive hardcover edition is a book you will have open on your desk as a reference for years to come. A timeless and lasting version of a classic "Duckett" book in a hardbound, dust-jacketed edition Completely accessible to those who feel intimidated by the subject matter and relevant to all front-end designers and developers who need to understand JavaScript Discusses applying responsive design techniques, leveraging APIs to save you time and work in coding, and identifying when to use CSS transforms over pure JavaScript Beautiful 4-color illustrations and examples make this a terrific academic resource for those of all experience levels JavaScript & jQuery clearly explains the jargon of programming, addressing the vocabulary without making it a prerequisite for readers. Duckett speaks directly to readers, making this an invaluable resource. This book is also available as a set, Web Design with HTML, CSS, JavaScript and jQuery Set 978119038634 along with HTML and CSS Design and Build Websites 9781118871645.

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

Ruby on Rails è un framework open source scritto in Ruby che rende più facile sviluppare, distribuire e mantenere applicazioni web di qualità professionale. La versione 4 ha apportato centinaia di miglioramenti, incluse nuove API e ottimizzazioni delle prestazioni. Questo libro - arrivato alla quinta edizione in lingua inglese e consigliato dal Rails core team - si evolve insieme al linguaggio Ruby e si organizza in modo da essere utile sia per gli sviluppatori in cerca di una guida passo passo per creare la prima applicazione, sia per chi desidera scoprire Rails in profondità. Lo sviluppo di un'applicazione reale e funzionante è il filo conduttore attraverso cui il lettore viene accompagnato nell'apprendimento, fino agli aspetti meno noti e più innovativi del framework. Nel testo non mancano indicazioni e approfondimenti dei concetti chiave del linguaggio Ruby. Gli esempi sono validi per Rails 4.0 e versioni successive e utilizzano Ruby 2.0.

"Based on two popular talks from author Lea Verou including 'CSS3 Secrets: 10 things you may not know about CSS' this practical guide provides more than 50 undocumented techniques and tips for using CSS3 to create better websites. The talks that spawned this book have been top-rated by attendees in every conference they were presented and praised in industry media such as '.net' magazine. Get information you won't find in any other book. Learn through small, easily digestible chapters. Helps you understand CSS more deeply so you can improve your own solutions. Apply Lea's techniques to problems other than those she discusses. Gain tips from a rockstar author who serves as an Invited Expert in W3C's CSS Working Group"--Provided by publisher.

For introductory courses in cartography. This comprehensive text blends broad coverage of basic methods for symbolising spatial data with an introduction to cutting-edge data visualisation techniques. The authors' balanced presentation clearly contrasts different approaches for symbolising spatial data, in addition to individual mapping techniques. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible ei-

ther offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Provides information and examples on writing JavaScript code, covering such topics as syntax, control, data, regular expressions, and scripting.

A fast-paced guide to designing and building scalable and maintainable web apps with React.js About This Book Build maintainable and performant user interfaces for your web applications using React.js Create reusable React.js components to save time and effort in maintaining your user interfaces Learn how to build a ready-to-deploy React.js web application, following our step-by-step tutorial Who This Book Is For If you're a front-end developer with knowledge of jQuery and its libraries, along with frameworks, such as Angular.JS and Backbone.JS, or native JavaScript development, and you wish to use the fastest web user interface library there is, then this book is ideal for you. What You Will Learn Install powerful React.js tools to make development much more efficient Create React elements with properties and children Get started with stateless and stateful React components Use JSX to speed up your React.js development process Add reactivity to your React components with lifecycle methods Integrate your React components with other JavaScript libraries Utilize the Flux application architecture with your React components Test your React components with Jest test framework In Detail Building web applications with maintainable and performant user interfaces is a challenge that many have faced for more than a decade, but no one has risen to this challenge quite like React.js. Today React.js is used by Facebook, Instagram, Khan Academy, and Imperial College London, to name a few. Many new users recognize the benefits of React.js and adopt it in their own projects, forming a fast-growing community. The speed at which React.js has evolved promises a bright future for those who invest in learning it today. React.js Essentials will take you on a fast-paced journey through building your own maintainable React.js application. Begin by exploring how you can create single and multiple user interface elements. Create stateless and stateful components and make them reactive, learn to interact between your components and lifecycle methods and gauge how to effectively integrate your user interface components with other JavaScript libraries. Delve deep into the core elements of the Flux architecture and learn how to manage your application using stores. Finish by going that extra mile with the Jest test framework, running multiple tests on your application and find solutions to scale it further without complexity. Style and approach The book adopts a step-by-step, hands-on approach with ample codes to ensure you learn React.js at a fast pace.

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

WordPress è uno dei CMS (Content Management System) più diffusi e apprezzati al mondo. Oltre a essere gratuito, la sua flessibilità e stabilità lo rendono uno strumento accessibile e affidabile per lo sviluppo di soluzioni altamente professionali. Questo manuale, aggiornato alla versione 5.4, spiega come utilizzare WordPress per creare applicazioni web, e-commerce, app mobile, servizi e reti multisito veloci, scalabili, sicure e personalizzate. Il testo esamina tutti gli aspetti principali di WordPress, partendo dalle funzioni di base e dallo schema del database per arrivare a creare plugin, temi e funzionalità su misura. Non manca una parte sull'uso del nuovo editor Gutenberg e su come trasformare un'installazione WordPress in una piattaforma di vendita, così come consigli per ottimizzare le prestazioni del server per applicazioni che devono gestire grandi quantità di contenuti e volumi di traffico. Un libro per gli sviluppatori che non si aspettano ricette preconfezionate ma che vogliono migliorare la conoscenza di WordPress imparando a lavorare "sotto il cofano".

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

The Definitive Guide to HTML & CSS--Fully Updated Written by a Web development expert, the fifth edition of this trusted resource has been thoroughly revised and reorganized to address HTML5, the revolutionary new Web standard. The book covers all the elements supported in today's Web browsers--from the standard (X)HTML tags to the archaic and proprietary tags that may be encountered. HTML & CSS: The Complete Reference, Fifth Edition contains full details on CSS 2.1 as well as every proprietary and emerging CSS3 property currently supported. Annotated examples of correct markup and style show you how to use all of these technologies to build impressive Web pages. Helpful appendixes cover the syntax of character entities, fonts, colors, and URLs. This comprehensive reference is an essential tool for professional Web developers. Master transitional HTML 4.01 and XHTML 1.0 markup Write emerging standards-based markup with HTML5 Enhance presentation with Cascading Style Sheets (CSS1 and CSS 2.1) Learn proprietary and emerging CSS3 features Learn how to read (X)HTML document type definitions (DTDs) Apply everything in an open standards-focused

fashion Thomas A. Powell is president of PINT, Inc. (pint.com), a nationally recognized Web agency. He developed the Web Publishing Certificate program for the University of California, San Diego Extension and is an instructor for the Computer Science Department at UCSD. He is the author of the previous bestselling editions of this book and Ajax: The Complete Reference, and co-author of JavaScript: The Complete Reference.

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production

Programmare per il web significa scrivere almeno due applicazioni: una chiamata client e una chiamata server le quali, comunicando tra loro, producono un'applicazione web. In particolare l'applicazione server si occupa di produrre, in automatico, tutti i dati che verranno usati dall'applicazione client per mostrare all'utente finale ciò che egli ha richiesto. Ora, poiché il Browser è, a tutti gli effetti, una potentissima applicazione client, noi lo useremo per programmarlo. Usando come applicazione client il Browser diventa necessario, prima di ogni cosa, imparare a scrivere codice che il Browser sia in grado di comprendere. Una volta imparato questo, possiamo imparare a scrivere un'applicazione server che, come detto, si occuperà di produrre in automatico quel codice. Questo libro si occupa della parte client. Scrivere codice per il Browser tuttavia comporta la conoscenza di molteplici linguaggi, ognuno con determinate caratteristiche. Il libro fornisce una visione di insieme di tali linguaggi soffermandosi in modo dettagliato su quelli che sono assolutamente necessari: HTML, CSS e JavaScript. La prima parte del libro è dedicata completamente alle tecnologie necessarie per produrre pagine web fruibili da chiunque e su qualunque dispositivo: HTML e CSS. Le due tecnologie vengono trattate in modo specifico sia nelle versioni attuali (HTML 4 e CSS 2) sia nelle versioni in fase di definizione (HTML 5 e CSS 3) con numerosi esempi e spiegazioni. Gli esempi sono tutti visionabili e scaricabili online. Nella parte centrale vengono prese in considerazione tutte le tecnologie alternative o suppletive a HTML e CSS: flash, javafx e silverlight. Questa parte del libro mostra un approccio di tipo puramente teorico senza entrare nello specifico pratico delle singole tecnologie. L'obiettivo è quello di mettere il lettore a conoscenza dell'esistenza di tali tecnologie e delle motivazioni che ne hanno spinto la nascita e la diffusione. L'ultima parte del libro si concentra sui linguaggi di scripting, con particolare attenzione riservata a javascript, alle sue tante librerie e ai suoi diversi utilizzi come jquery e ajax. Insomma, un cammino totale nel mondo della programmazione web lato client! A chi si rivolge il libro Il libro è scritto per tutti coloro che vogliono avvicinarsi al mondo della programmazione web lato client usando il Browser come applicazione client di riferimento. E' scritto altresì per tutti coloro che vogliono avere una visione d'insieme sulla programmazione web, ossia conoscere tutte le maggiori tecnologie utilizzate nella produzione di codice per il Browser. Leggendo questo libro non diventeremo dei guru della programmazione web lato client, ma conosceremo tutte le strade da seguire per diventarlo. Non è un libro per esperti del settore.

This beginning guide reviews HTML and also introduces you to using XHTML for the structure of a web page and cascading style sheets (CSS) for controlling how a document should appear on a web page. You'll learn how to take advantage of the latest features of browsers while making sure that your pages still work in older, but popular, browsers. By incorporating usability and accessibility, you'll be able to write professional-looking and well-coded web pages that use the latest technologies.

Nato dall'esperienza diretta degli autori, tutti quali ficati professionisti che lavorano da anni nel settore, ASP.NET 4.5 e ASP. NET MVC 4 in C# e VB è una guida completa dedicata all'ultima versione della tecnologia di Microsoft per lo sviluppo di applicazioni web. Con uno stile pratico e ricco di esempi, il libro guida il lettore all'interno delle caratteristiche di ASP.NET 4.5, spiegando a fondo tutte le novità introdotte nell'ultima versione. Dalla costruzione dei layout, passando per databinding, custom control, fino alle novità dei controlli, di Entity Framework, JavaScript, mobile e ASP.NET MVC 4, questa guida tratta in modo esauriente e approfondito tutti gli argomenti fondamentali che servono a programmatori e progettisti per costruire e gestire una buona applicazione basata sull'ultima release di ASP.NET. PUNTI DI FORZA Tutte le novità introdotte da ASP.NET 4.5 Le basi e i concetti avanzati legati ad ASP.NET Web Forms Databinding e novità di ASP.NET Web Forms Introduzione e uso di ASP.NET MVC Sfruttare i meccanismi di caching Modi ficare il comportamento del runtime Sicurezza, aree protette e accesso via social network AJAX e tecniche di programmazione client-side Distribuzione delle applicazioni e Windows Azure

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.

Note all'edizione 2022 La revisione risulta necessaria per via dei grandi cambiamenti verificatisi nel corso degli ultimi anni dovuti, fra le tante cose, all'evoluzone del mondo informatico e alle modifiche all'Esame di Stato introdotti dal MIUR. Più specificamente si è provveduto a: * Aggiornare i riferimenti * Estendere la trattazione di reti e protocolli Peer-to-peer e dei sistemi distribuiti in generale * Enunciare e dettagliare il problema CORS * Approfondire il framework Django e il CMS Wordpress * Riorganizzare la sezione dello sviluppo informatico, presentando due modelli di sviluppo (tradizionale e agile) riprendendo materiale anticipato nel corso del terzo anno; * Guida al nuovo esame di stato, con una soluzione commentata passo per

passo della prova ordinaria del giugno 2019 * Ampliamento della sezione sull'UML. ----- Giunti al vostro ultimo anno di corso, avete già acquisito tantissime competenze e conoscenze nel ramo informatico che potrete applicare nel mondo del lavoro (e potrete dimostrarlo già quest'anno con gli stage, se non lo avete già fatto) oppure espandere e approfondire nel caso decidiate di proseguire gli studi nel ramo. Ma allora, cosa ci resta da fare? Per la verità, ancora parecchio. Infatti, il mondo informatico è in continua e tumultuosa evoluzione, che ci offre prodotti e servizi sempre nuovi, ma al prezzo di una complessità sempre crescente. Pensiamo ad una applicazione di uso comune come Gmail (o sistema equivalente di Webmail): è composto da due software principali (browser e server) ciascuno composto di molte componenti specializzate (interfaccia utente, comunicazione, ...); ad esso aggiungiamo l'infrastruttura di rete per la connessione, un sistema di archiviazione dati (su cloud), gestione della sicurezze e tanto tanto ancora. Solo pochi anni fa, un programma equivalente (simile a questo) avrebbe richiesto non più di qualche centinaio di righe di codice e sarebbe stato realizzabile da una sola persona... oggi, questo non è possibile. Il che ci porta al tema centrale di quest'anno: l'integrazione e la complessità. Gran parte degli argomenti che vedrete, infatti, riguarderà l'integrazione di elementi che già conoscete - anche studiati in materie diverse - in modo nuovo e originale, ma al prezzo di una aumentata complessità dei sistemi; cercheremo quindi di limitare tale complessità, in ambito operativo, sistemico e di sviluppo, utilizzando strumenti e tecniche innovative. Più dettagliatamente parleremo di: completare le vostre conoscenze in ambito web gestendo un server web; espandere la programmazione web tramite la programmazione server-side; semplificare lo sviluppo di applicazioni web utilizzando i CMS e i framework di sviluppo; rivoluzionare le metodologie di sviluppo software con l'approccio agile. Al contrario degli anni precenti, in cui avete affrontato temi piuttosto impegnativi anche dal punto di vista teorico, gli argomenti dell'ultimo anno si concentrano sugli aspetti applicativi e pratici; troverete quindi meno spiegazioni, disegni e screencast, ed in compenso avrete invece ampie possibilità di mettere le "mani in pasta" e applicare le novità in laboratorio - idealmente potreste utilizzarne alcune nel progetto finale da presentare all'Esame di Stato.

A full-color introduction to the basics of HTML and CSS! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

A two-book set for web designers and front-end developers This two-book set combines the titles HTML & CSS: Designing and Building Web Sites and JavaScript & jQuery: Interactive Front-End Development. Together these two books form an ideal platform for anyone who wants to master HTML and CSS before stepping up to JavaScript and jQuery. HTML & CSS covers structure, text, links, images, tables, forms, useful options, adding style with CSS, fonts, colors, thinking in boxes, styling lists and tables, layouts, grids, and even SEO, Google analytics, ftp, and HTML5. JavaScript & jQuery offers an excellent combined introduction to these two technologies using a clear and simple visual approach using diagrams, infographics, and photographs. A handy two-book set that uniquely combines related technologies Highly visual format and accessible language makes these books highly effective learning tools Perfect for beginning web designers and front-end developers

Shows Web developers how to make the transition from HTML toXHTML, an XML-based reformulation of HTML that offers greaterdesign flexibility Demonstrates how to work with CSS (Cascading Style Sheets)-nowsupported by ninety percent of browsers and integral to newsite-building tools from Macromedia and others-and implement aconsistent style throughout and entire site Explains how to make a site accessible to people with impairedvision, limited hand use, dyslexia, and other issues-now a legalrequirement for many sites in the U.S. and the U.K.

Enhance the user experience of your PHP website using AJAX with this practical tutorial featuring detailed case studies

Now installed on more than 20 million Internet domains around the world, PHP is an undisputed leader in web programming languages. Database connectivity, powerful extensions, and rich object-orientation are all reasons for its popularity, but nearly everyone would agree that, above all, PHP is one of the easiest languages to learn and use for developing dynamic web applications. The ease of development and simplicity of PHP, combined with a large community and expansive repository of open source PHP libraries, make it a favorite of web designers and developers worldwide. PHP in a Nutshell is a complete reference to the core of the language as well as the most popular PHP extensions. This book doesn't try to compete with or replace the widely available online documentation. Instead, it is designed to provide depth and breadth that can't be found elsewhere. PHP in a Nutshell provides the maximum information density on PHP, without all the fluff and extras that get in the way. The topic grouping, tips, and examples in this book complement the online guide and make this an essential reference for every PHP programmer. This book focuses on the functions commonly used by a majority of developers, so you can look up the information you need quickly. Topics include: Object-oriented PHP Networking String manipulation Working with files Database interaction XML Multimedia creation Mathematics Whether you're just getting started or have years of experience in PHP development, PHP in a Nutshell is a valuable addition to your desk library.

Java is powerfull programming language. Java easy to learn and fun to use! This book brings Java to life and quirky, full-color illustrations keep things on the lighter side. you'll learn how to organize Object Oriented Programming and reuse your code with class and method, use control structures like

loops and conditional statements, draw shapes and patterns with Java's and Create games, animations, and graphic with Canvas .In just a short time, you can learn how to use Java to design, and develop. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to interact with Java.this book teaches main Java skills and step-by-step guidance to know coding. By the end of the book you can create own application and games.The complexity of life, because they do not understand to simplify the complex, simple is the beginning of wisdom. From the essence of practice, this book briefly explain the concept and vividly cultivate programming interest. You will learn it easy and fast.

If you want to learn how to build efficient React applications, this is your book. Ideal for web developers and software engineers who understand how JavaScript, CSS, and HTML work in the browser, this updated edition provides best practices and patterns for writing modern React code. No prior knowledge of React or functional JavaScript is necessary. With their learning road map, authors Alex Banks and Eve Porcello show you how to create UIs that can deftly display changes without page reloads on large-scale, data-driven websites. You'll also discover how to work with functional programming and the latest ECMAScript features. Once you learn how to build React components with this hands-on guide, you'll understand just how useful React can be in your organization. Understand key functional programming concepts with JavaScriptLook under the hood to learn how React runs in the browserCreate application presentation layers with React componentsManage data and reduce the time you spend debugging applications-Incorporate React Hooks to manage state and fetch dataUse a routing solution for single-page application featuresLearn how to structure React applications with servers in mind

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

Angular è un framework realizzato da Google che semplifica lo sviluppo front-end di applicazioni web e mobile. Questo libro ne insegna l'utilizzo da un punto di vista teorico e pratico. L'obiettivo è mostrare al lettore la potenza e l'efficienza di Angular, seguendo tutti i passi che permettono di progettare e realizzare un'applicazione completa. I primi capitoli illustrano l'architettura del framework e il paradigma di sviluppo MVC. Quindi viene presentato il linguaggio TypeScript, fondamentale per lavorare con Angular. A questo punto si passa alla pratica, implementando i vari componenti dell'applicazione. Esaminate alcune funzionalità avanzate che riguardano temi importanti come la fase di test e l'uso di API, il testo termina presentando Ionic2 che consente di trasformare un'applicazione web in un'app mobile.

Realizzare applicazioni web con interfacce utente scalabili e performanti è una sfida che gli sviluppatori affrontano da un decennio. React.js è forse la tecnologia che fino a oggi ha risposto in maniera più efficace e non a caso è implementata da realtà del calibro di Facebook e Instagram. Grazie a un approccio tutoriale, questo manuale insegna l'utilizzo di React.js in applicazioni reali. Capitolo dopo capitolo viene mostrato come creare e gestire i diversi elementi dell'interfaccia utente, come renderli reattivi e come arricchirli con altre librerie JavaScript, fino ad arrivare a superare test di complessità crescente e aumentare la scalabilità dell'applicazione. Un testo prezioso per tutti gli sviluppatori front-end che magari già lavorano con jQuery e framework come AngularJS o Backbone.js, ma vogliono arricchire il proprio bagaglio di conoscenze con uno strumento potente e moderno come React.js.

Learn PHP, the programming language used to build sites like Facebook, Wikipedia and WordPress, then discover how these sites store information in a database (MySQL) and use the database to create the web pages. This full-color book is packed with inspiring code examples, infographics and photography that not only teach you the PHP language and how to work with databases, but also show you how to build new applications from scratch. It demonstrates practical techniques that you will recognize from popular sites where visitors can: Register as a member and log in Create articles, posts and profiles that are saved in a database Upload their own images and files Automatically receive email notifications Like and comment on posts To show you how to apply the skills you learn, you will build a complete content management system, enhanced with features that are commonly seen on social networks. Written by best-selling HTML & CSS and JavaScript & jQuery author Jon Duckett, this book uses a unique visual approach, with step-by-step instructions, practical code examples and pro tips that will teach you how to build modern database-driven websites using PHP.

Taking WordPress to the next level with advanced plugin development WordPress is used to create self-hosted blogs and sites, and it's fast becoming the most popular content management system (CMS) on the Web. Now you can extend it for personal, corporate and enterprise use with advanced plugins and this professional development guide. Learn how to create plugins using the WordPress plugin API: utilize hooks, store custom settings, craft translation files, secure your plugins, set custom user roles, integrate widgets, work with JavaScript and AJAX, create custom post types. You'll find a practical, solutions-based approach, lots of helpful examples, and plenty of code you can incorporate! Shows you how to develop advanced plugins for the most popular CMS platform today, WordPress Covers plugin fundamentals, how to create and customize hooks, internationalizing your site with translation files, securing plugins, how to create customer users, and ways to lock down specific areas for use in corporate settings Delves into advanced topics, including creating widgets and metaboxes, debugging, using JavaScript and AJAX, Cron integration, custom post types, short codes, multi site functions, and working with the HTTP API Includes pointers on how to debug, profile and optimize your code, and how to market your custom plugin Learn advanced plugin techniques and extend WordPress into the corporate environment.

This book is a hands-on Beginner's Guide for developers who are new to Vaadin and/or Vaadin UI components. The book will teach readers through examples to use each of the exciting components to build and add various aspects of the user interface to their web apps.If you have experience with the Java language and want to create web applications that look good without having to deal with HTML, XML, and JavaScript, this book is for you. Basic Java programming skills are required, but no web development knowledge is needed at all.

Provides information on creating Web applications with JavaScript.