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PQQMTP - PHELPS COLLINS

This is an exciting time to learn JavaScript. Now that the latest JavaScript specification ECMAScript 6.0 (ES6) has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown ("Web Development with Node and Express") not only guides you through simple and straightfor-

ward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transpile code to portable ES5. Translate data into a format that JavaScript can use. Understand the basic usage and mechanics of JavaScript functions. Explore objects and object-oriented programming. Tackle new concepts such as iterators, generators, and

proxies. Grasp the complexities of asynchronous programming. Work with the Document Object Model for browser-based apps. Learn Node.js fundamentals for developing server-side applications. Create scalable, reusable high-quality JavaScript applications and libraries. Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you. About This Book Step into the amazing world of intelligent apps using this comprehensive guide. Enter the world of Artificial Intelligence, ex-

explore it, and create your own applications. Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time. Who This Book Is For: This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn: Realize different classification and regression techniques. Understand the concept of clustering and how to use it to automatically segment data. See how to build an intelligent recommender system. Understand logic programming and how to use it. Build automatic speech recognition systems. Understand the basics of heuristic search and genetic programming. Develop games using Artificial Intelligence. Learn how reinforcement learning works. Discover how to build intelligent applications centered on images, text, and time series data. See how to use deep learning algorithms and build applications based on it. In Detail: Artificial

Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach: This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart appli-

cations to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Sams Teach Yourself HTML, CSS and JavaScript All in One: The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time. Integrated, well-organized coverage expertly shows how to use all these key technologies together. Short, simple lessons teach hands-on skills readers can apply immediately. By best-selling author Julie Meloni. Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web de-

velopment knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Unlock deeper insights into Machine Learning with this vital guide to cutting-edge predictive analytics About This Book Leverage Python's most powerful open-source libraries for deep learning, data wrangling, and data visualization Learn effective strategies and best practices to improve and optimize machine learning systems and algorithms Ask - and answer - tough questions of your data with robust statistical models, built for a range of datasets Who This Book Is For If you want to find out how to use Python to start answering critical questions of your data, pick up Python Machine Learning - whether you

want to get started from scratch or want to extend your data science knowledge, this is an essential and unmissable resource. What You Will Learn Explore how to use different machine learning models to ask different questions of your data Learn how to build neural networks using Keras and Theano Find out how to write clean and elegant Python code that will optimize the strength of your algorithms Discover how to embed your machine learning model in a web application for increased accessibility Predict continuous target outcomes using regression analysis Uncover hidden patterns and structures in data with clustering Organize data using effective pre-processing techniques Get to grips with sentiment analysis to delve deeper into textual and social media data In Detail Machine learning and predictive analytics are transforming the way businesses and other organizations operate. Being able to understand trends and patterns in complex data is critical to success, becoming one of the key strategies for unlocking growth in a challenging contemporary marketplace. Python can help you deliver key insights into your data - its unique capabilities as a language let you

build sophisticated algorithms and statistical models that can reveal new perspectives and answer key questions that are vital for success. Python Machine Learning gives you access to the world of predictive analytics and demonstrates why Python is one of the world's leading data science languages. If you want to ask better questions of data, or need to improve and extend the capabilities of your machine learning systems, this practical data science book is invaluable. Covering a wide range of powerful Python libraries, including scikit-learn, Theano, and Keras, and featuring guidance and tips on everything from sentiment analysis to neural networks, you'll soon be able to answer some of the most important questions facing you and your organization. Style and approach Python Machine Learning connects the fundamental theoretical principles behind machine learning to their practical application in a way that focuses you on asking and answering the right questions. It walks you through the key elements of Python and its powerful machine learning libraries, while demonstrating how to get to grips with a range of statistical models. Provides information on creating Web ap-

applications with JavaScript and the jQuery library of code.

Software -- Software Engineering.

DATA SCIENCE WITH SEMANTIC TECHNOLOGIES This book will serve as an important guide toward applications of data science with semantic technologies for the upcoming generation and thus becomes a unique resource for scholars, researchers, professionals, and practitioners in this field. To create intelligence in data science, it becomes necessary to utilize semantic technologies which allow machine-readable representation of data. This intelligence uniquely identifies and connects data with common business terms, and it also enables users to communicate with data. Instead of structuring the data, semantic technologies help users to understand the meaning of the data by using the concepts of semantics, ontology, OWL, linked data, and knowledge-graphs. These technologies help organizations to understand all the stored data, adding the value in it, and enabling insights that were not available before. As data is the most important asset for any organization, it is essential to apply semantic technologies in data science to fulfill the need of any organiza-

tion. Data Science with Semantic Technologies provides a roadmap for the deployment of semantic technologies in the field of data science. Moreover, it highlights how data science enables the user to create intelligence through these technologies by exploring the opportunities and eradicating the challenges in the current and future time frame. In addition, this book provides answers to various questions like: Can semantic technologies be able to facilitate data science? Which type of data science problems can be tackled by semantic technologies? How can data scientists benefit from these technologies? What is knowledge data science? How does knowledge data science relate to other domains? What is the role of semantic technologies in data science? What is the current progress and future of data science with semantic technologies? Which types of problems require the immediate attention of researchers? Audience Researchers in the fields of data science, semantic technologies, artificial intelligence, big data, and other related domains, as well as industry professionals, software engineers/scientists, and project managers who are developing the software for data

science. Students across the globe will get the basic and advanced knowledge on the current state and potential future of data science.

This book addresses today's approach to JavaScript in detail: modern browser support, including information on Internet Explorer 7; Object-Oriented JavaScript; testing and debugging; unobtrusive JavaScript techniques using DOM Scripting; Ajax; creating and using blocks of reusable code, and the future of JavaScript. All the concepts expressed in this up-to-the-minute reference are thoroughly backed up with real world examples and full-scale case studies. The book offers reusable functions for readers to use in their own projects, a significant time-saver. Also included are several reference sections that allow developers to look up details quickly and easily. If you already know HTML and you want to design Web sites using the Web standard CSS, this is the place to start. w3schools has perfected a straightforward tutorial approach that gives you what you need to know in manageable lessons, liberally supported with examples. You'll find that tried-and-true format in this book, along

with a detailed reference section that you will use again and again --

PRODUCT ONLY AVAILABLE WITHIN CENGAGE UNLIMITED. Provide you with the latest comprehensive coverage of Google Chrome™, Mozilla Firefox, and Microsoft Edge with NEW PERSPECTIVES ON THE INTERNET: COMPREHENSIVE, 10E. You will master basic to advanced skills that help you better understand and more effectively use the Internet. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been

updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques -

Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

For readers who want to design Web pages that load quickly, are easy to update, accessible to all, work on all browsers and can be quickly adapted to different media, this comprehensive guide represents the best way to go about it. By focusing on the ways the two languages--X-HTML and CSS--complement each other, Web design pro Patrick Griffiths provides the fastest, most efficient way of accomplishing specific Web design tasks. With Web standards best practices at its heart, it outlines how to do things the right way from the outset, resulting in highly optimized web pages, in a quicker, easier, less painful way than users could hope for! Split into 10 easy-to-follow chapters such as Text, Images, Layout, Lists, and Forms, and coupled with handy quick-reference

XHTML tag and CSS property appendixes, HTML Dog is the perfect guide and companion for anyone wanting to master these languages. Readers can also see the lessons in action with more than 70 online examples constructed especially for the book.

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 par-

ticular 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.

Web Programming and Internet Technologies: An E-Commerce Approach is written for the one-term web programming course for first or second year students. It features a hands-on learning approach where students are provided with information on a need to know basis. The text provides a running case study throughout, and students then take the topics taught in each chapter and apply them to the development of an e-commerce website. At the end of the text students will have a fully functional e-commerce site!

By removing the guesswork from Oracle HTML manipulation, this book shows working examples of complex HTML-DBA database access and techniques for creating easy HTML-DB applications. All HTML-

DB concepts are described, and working examples of each HTML-DB feature are provided. Examples of HTML-DB data access and document formatting, information on how to update Oracle HTML-DB, and methods of customizing applications with Themes and CSS are also included.

Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use PIXI.js's spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend PIXI.js's capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn PIXI.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of PIXI.js's features by building fun game projects. Learn how to use PIXI.js to make richly interactive graphics

and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making web-sites, games and mobile apps.

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.

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a

large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization Customize the SAS Stored Process web application to create amazing tools for end users. This book shows you how to use stored processes—SAS programs stored on a server and executed as required by requesting applications. Never before have there been so many ways to turn data into information and build applications with SAS. This book teaches you how to use the web technologies that you frequently see used on impressive websites. By using SAS Stored Processes, you will be able to build applications that exploit CSS, JavaScript, and HTML libraries and enable you to build powerful and impressive web applications using SAS as the backend. While this approach is not common with SAS users,

some have had amazing results. People who have SAS skills usually do not have web development skills, and those with web development skills usually do not have SAS skills. Some people have both skills but are unaware of how to connect them with the SAS Stored Process web application. This book shows you how to leverage your skills for success. What You Will Learn Know the benefits of stored processes Write your own tools in SAS Make a stored process generate its own HTML menu Pass data between stored processes Use stored processes to generate pure JavaScript Utilize data generated by SAS Convert a SAS program into a stored process Who This Book Is For SAS programmers looking to improve their existing programming skills to develop web applications, and programming managers who want to make better use of the SAS software they already license

Ryan Dahl, creator of Node.js: "This is an amazing introduction to Node.js". The aim of The Node Beginner Book is to get you started with developing applications for Node.js, teaching you everything you need to know about advanced JavaScript along

the way.

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

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools,

and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further.

A fast, simple tutorial from the leading Web developer instruction site W3Schools.com is the number one online education source for beginning Web developers. This book packages W3Schools content in an attractive two-color design that gets beginning Web developers and designers up and running with the core Web development technologies. To-the-point tutorials with clear examples and simple explanations give novices the knowledge they need to get going with confidence. W3Schools is the top Google search result for instruction on HTML, CSS, and other key Web technologies; this book presents W3Schools tutorials in an easy-to-follow format for quick-learning Features a thorough reference section for easy review of such items as lists of tags, attributes, and symbols Covers elements and attributes, headings and paragraphs, formatting and styles, links and images, tables, lists, forms, colors, fonts, frames, entities, head and meta, style sheets, style tags, and more Designed to get beginning Web developers up and running as quickly as possible, Learn HTML and CSS with W3Schools presents a proven, highly focused course of instruction in an easy-to-use format.

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Fea-

tures checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

JavaScript is an essential language for creating modern, interactive websites, but its complex rules challenge even the most experienced web designers. With JavaScript: The Missing Manual, you'll quickly learn how to use JavaScript in sophisticated ways -- without pain or frustration -- even if you have little or no programming experience. JavaScript expert David McFarland first teaches you the basics by having you build a simple program. Then you'll learn how to work with jQuery, a popular library of pre-built JavaScript components that's free and easy to use. With jQuery, you can quickly build modern, interactive web pages -- without having to script everything from scratch! Learn how to add scripts to a web page, store and manipulate information, communicate with the browser window, respond to events like mouse clicks and form submissions, and

identify and modify HTML Get real-world examples of JavaScript in action Learn to build pop-up navigation bars, enhance HTML tables, create an interactive photo gallery, and make web forms more usable Create interesting user interfaces with tabbed panels, accordion panels, and pop-up dialog boxes Learn to avoid the ten most common errors new programmers make, and how to find and fix bugs Use JavaScript with Ajax to communicate with a server so that your web pages can receive information without having to reload Annotation An easy-to-follow tutorial that introduces developers, programmers, and designers to Scalable Vector Graphics (SVG). Micah Laaker is the art director of a leading New York Web development firm that implemented Battlebots.com, the first commercial application of SVG. Distribution of the Adobe SVG Viewer is expected to exceed 50 million by the end of 2001. Provides a clear introduction to SVG, a technology that is set to revolutionize the way graphics function on the Web. Sams Teach Yourself SVG in 24 Hours provides a thorough understanding of the technology, complete with working examples and practical answers to common development

questions. The book focuses on how to create imagery in SVG for static and dynamic graphics. Micah Laaker is the art director of Iguana Studios, Inc., a leading New York City-based creative digital services firm. Iguana received a contract from Adobe Systems to create the first commercial application of SVG (Battlebots.com). Laaker and Iguana have won numerous awards for design and Web development, including the 2000 Web Marketing Association Award. He has lectured on new media topics at New York's Fordham University and serves as a judge of Web advertising for the annual New York Festivals Award committee. His corporate and entertainment clients have included Disney Channel, Sprint PCS, Lockheed Martin, and Adobe Systems.

This second edition of the bestselling *Learning XML* provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of

markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. *Learning XML* is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. *Learning XML* also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. *Learning XML* illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate doc-

uments but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, *Learning XML*, will give you the roadmap you need.

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

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted

nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also sever-

al books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The Glossary is also worth going through.

XML has become the lingua franca for representing business data, for exchanging information between business partners and applications, and for adding structure- and sometimes meaning—to text-based documents. XML offers some special challenges and opportunities in the area of search: querying XML can produce very precise, fine-grained results, if you know how to express and execute those queries. For software developers and systems architects: this book teaches the most useful approaches to querying XML documents and repositories. This book will also help managers and project leaders grasp how “querying XML fits into the larger context

of querying and XML. Querying XML provides a comprehensive background from fundamental concepts (What is XML?) to data models (the Infoset, PSVI, XQuery Data Model), to APIs (querying XML from SQL or Java) and more. * Presents the concepts clearly, and demonstrates them with illustrations and examples; offers a thorough mastery of the subject area in a single book. * Provides comprehensive coverage of XML query languages, and the concepts needed to understand them completely (such as the XQuery Data Model). * Shows how to query XML documents and data using: XPath (the XML Path Language); XQuery, soon to be the new W3C Recommendation for querying XML; XQuery's companion XQueryX; and SQL, featuring the SQL/XML * Includes an extensive set of XQuery, XPath, SQL, Java, and other examples, with links to downloadable code and data samples.

"This book presents current, effective software engineering methods for the design and development of modern Web-based applications"--Provided by publisher.

Fast, focused instruction for beginning Web developers W3Schools.com is the

number one online education source for beginning Web developers. This attractive two-color book contains concise, highly focused tutorials in the proven W3Schools instructional format, with an easy-to-use reference of JavaScript Objects and the HTML DOM included. Novice developers will quickly learn to create interactive Web pages using the most popular Web scripting language. W3Schools is the top Google search result for instruction on JavaScript, HTML, CSS, and other key Web technologies; this book presents W3Schools tutorials in an easy-to-follow format for quick learning. Features clear examples, simple explanations, and a thorough reference section covering JavaScript Objects and the HTML DOM. Covers statements and comments; variables, operators, and comparisons; if...then statements; pop-up boxes; events and try...catch; objects, strings, arrays, and Booleans; cookies, validation, and timing; Ajax requests and XMLHttpRequests; Ajax suggest, and more. Designed to get beginning Web developers up and running as quickly as possible, *Learn JavaScript and Ajax with W3Schools* presents a proven, highly focused course of instruction in an easy-to-use format.

Provides information on creating a Web site, covering such topics as text elements, style sheets, graphics, attracting visitors, JavaScript, and blogs.

If a network is not secure, how valuable is it? Introduction to Computer Networks and Cybersecurity takes an integrated approach to networking and cybersecurity, highlighting the interconnections so that you quickly understand the complex design issues in modern networks. This full-color book uses a wealth of examples and illustrations to effectively

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 intro-

duction 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

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber-cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical

inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as `Object.create()`, `Function.proto-`

`type.bind()`, strict mode, `querySelector()`, `querySelectorAll()`, and `getElementsByClassName()`. As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

"XQuery Kick Start" delivers a concise introduction to the XQuery standard, and useful implementation advice for developers needing to put it into practice. The book starts by explaining the role of

XQuery in the XML family of specifications, and its relationship with XPath. The authors then explain the specification in detail, describing the semantics and data model, before moving to examples using XQuery to manipulate XML databases and document storage systems. Later chapters discuss Java implementations of XQuery and development tools that facilitate the development of Web sites with XQuery. This book is up to date with the latest XQuery specifications, and includes coverage of new features for extending the XQuery language.