# Ajax With Jquery Acm

Eventually, you will agreed discover a other experience and endowment by spending more cash. yet when? attain you endure that you require to get those every needs taking into account having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will lead you to understand even more re the globe, experience, some places, subsequently history, amusement, and a lot more?

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*Mobiles Internet im Unternehmenskontext* - Stefan Christmann 2012
The mobile Internet – understood as the usage of Internet services and protocols over wireless networks – is a technology which can be of beneficial use in companies. So far and in contrast to the use by private customers this area is still under development, which can be explained through the special conditions of IT-implementation in enterprises.Stefan Christmann therefore analyzes usage potentials and challenges of this technology and describes technical solutions to enable the application of mobile Internet in enterprises and to make it more economical. In the area of application development, the book focuses on an operating system independent programming with web technologies, which eliminates the need for multiple development processes. Das mobile Internet ist eine Technologie, die im privaten Einsatzbereich bereits eine hohe Verbreitung gefunden hat. Eine zunehmende Anzahl von Nutzern greift mit Smartphones und Tablet PCs mobil auf das Internet zu und verwendet mobile Anwendungen, so genannte Apps, zum Zugriff auf Informationen und Dienste. Auch in und zwischen Unternehmen kann die Verwendung dieser Endgerätklasse Nutzen stiften. Dieser Bereich ist bisher jedoch noch unterentwickelt, was durch die besonderen Rahmenbedingungen der IT-Nutzung in Unternehmen bedingt ist. Neben erhöhten Anforderungen bezüglich Sicherheit und Stabilität von Diensten ist vor allem die im Vergleich zum Privatkundengeschäft notwendige technische Integration ein wichtiger Faktor.Stefan Christmann analysiert daher Einsatzpotentiale und Herausforderungen der Technologie, validiert diese über eine empirische Befragung und schildert technische Lösungsansätze, um den Einsatz von mobilem Internet in Unternehmen zu ermöglichen und wirtschaftlicher zu gestalten. Im Bereich der Anwendungsentwicklung fokussiert das Buch dazu auf eine betriebssystemübergreifende Programmierung mittels Webtechnologien, welche die mehrfache Entwicklung von mobilen Anwendungen überflüssig macht.

**Middleware 2012** - Priya Narasimhan 2012-11-11
This book constitutes the refereed proceedings of the ACM/IFIP/USENIX 13th International Middleware Conference, held in Montreal, Canada, in December 2012. The 24 revised full papers presented were carefully reviewed and selected from 125 submissions. The papers are organized in topical sections on mobile middleware; tracing and diagnosis; architecture and performance; publish/subscribe middleware; and big-data and cloud computing; availability, security and privacy.

**TPACK: Breakthroughs in Research and Practice** - Management Association, Information Resources 2019-02-01
Educational technologies are becoming commonplace entities in classrooms as they provide more options and support for teachers and students. However, many teachers are finding these technologies difficult to use due to a lack of training and instruction on how to effectively apply them to the classroom. TPACK: Breakthroughs in Research and Practice is an authoritative reference source for the latest research on the integration of technological knowledge, pedagogical knowledge, and content knowledge in the contexts of K-12 education. Highlighting a range of pertinent topics such as pedagogical strategies, blended learning, and technology integration, this publication is an ideal resource for educators, instructional designers, administrators, academicians, and teacher education programs seeking current findings on the implementation of technology in instructional design.

Geographic Information Science - Ningchuan Xiao 2012-09-02
This book constitutes the refereed proceedings of the 7th International Conference on Geographic Information Science, GIScience 2012, held in Columbus, OH, USA in September 2012. The 26 full papers

presented were carefully reviewed and selected from 57 submissions. While the traditional research topics are well reflected in the papers, emerging topics that involve new research hot-spots such as cyber infrastructure, big data, web-based computing also occupy a significant portion of the volume.

*Coders at Work* - Peter Seibel 2009-12-21
Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

**Expert JavaScript** - Mark E. Daggett 2013-11-13
Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. What you'll learn What is really going on underneath functions, in arguments, types, coercion, and scope How closures, events, and asynchronous code work at a fundamental level How to understand advanced topics including promise objects, coroutines, and generators How to apply this

newfound knowledge pragmatically to build the very best modern JavaScript applications Who this book is for This book is for the experienced JavaScript programmer who wants to understand the how and why of their code in order to become a better developer. This book is not intended to teach JavaScript at a syntactical level, but instead delve deep into the code - the philosophy, the reasoning and the detailed expert-level knowledge behind it. This newfound knowledge will enable the reader to build the very best modern JavaScript applications. It is for anyone who wants to become a better programmer by understanding at a very high level how the code works. Table of Contents Objects and Prototypes Functions Getting Closure JavaScript Slang Living Asynchronously JavaScript IRL Pragmatic JavaScript Style Workflow Code Quality Improving Testability

**Single Page Web Applications** - Michael Mikowski 2013-09-19
Summary In Single Page Web Applications you'll learn to build modern browser-based apps that take advantage of stronger client platforms and more predictable bandwidth. You'll learn the SPA design approach, and then start exploring new techniques like structured JavaScript and responsive design. And you'll learn how to capitalize on trends like server-side JavaScript and NoSQL data stores, as well as new frameworks that make JavaScript more manageable and testable as a first-class language. About this Book If your website is a jumpy collection of linked pages, you are behind. Single page web applications are your next step: pushing UI rendering and business logic to the browser and communicating with the server only to synchronize data, they provide a smooth user experience, much like a native application. But, SPAs can be hard to develop, manage, and test. Single Page Web Applications shows how your team can easily design, test, maintain, and extend sophisticated SPAs using JavaScript end-to-end, without getting locked into a framework. Along the way, you'll develop advanced HTML5, CSS3, and JavaScript skills, and use JavaScript as the language of the web server and the database. This book assumes basic knowledge of web development. No experience with SPAs is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Design, build, and test a full-stack SPA Best-in-class tools like jQuery, TaffyDB, Node.js, and MongoDB Real-time web with web sockets and Socket.IO Touch controls for tablets and smartphones Common SPA design mistakes About the Authors The authors are architects and engineering managers. Michael Mikowski has worked on many commercial SPAs and a platform that processes over 100 billion requests per year. Josh Powell has built some of the most heavily trafficked sites on the web. Table of Contents PART 1: INTRODUCING SPAS Our first single page application Reintroducing JavaScript PART 2: SPA CLIENT Develop the Shell Add feature modules Build the Model Finish the Model and Data modules PART 3: THE SPA SERVER The web server The server database Readying our SPA for production

**Pro Drupal Development** - John VanDyk 2007-09-08
Drupal is the premier open source content management system available. It is used for high profile sites such as TheOnion.com and has been deployed by organizations such as NASA. Utilizing Drupal, you can create your own personal blog, a community driven site like Slashdot, or any other content oriented web site you can imagine. Pro Drupal Development is a book geared to professionals that need to deploy and customize Drupal. This book deeply delves into the internals of the Drupal system and teaches the reader everything they will need to know to deploy a highly customized and optimized Drupal installation.

Human-Computer Interaction – INTERACT 2015 - Julio Abascal 2015-08-31
The four-volume set LNCS 9296-9299 constitutes the refereed proceedings of the 15th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2015, held in Bamberg, Germany, in September 2015. The 47 papers included in the second volume are organized in topical sections on computer-supported cooperative work and social computing; end-user development; evaluation methods / usability evaluation; eye tracking; gesture interaction; HCI and security; HCI for developing regions and social development; HCI for education.

**Learning JavaScript Design Patterns** - Addy Osmani 2012-07-08
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, Asyncronous 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!

**Handbook of Research on Contemporary Perspectives on Web-Based Systems** - Elçi, Atilla 2018-05-04
Information systems development underwent many changes as systems transitioned onto web-based forums. Complemented by advancements in security and technology, internet-based systems have become an information mainstay. The Handbook of Research on Contemporary Perspectives on Web-Based Systems is a critical scholarly resource that examines relevant theoretical frameworks, current practice guidelines, industry standards, and the latest empirical research findings in web-based systems. Featuring coverage on a wide range of topics such as data integration, mobile applications, and semantic web, this publication is geared toward computer engineers, IT specialists, software designers, professionals, researchers, and upper-level students seeking current and relevant research on the prevalence of these systems and advancements made to them.

**JavaScript JSON Cookbook** - Ray Rischpater 2015-06-25
JSON (JavaScript Object Notation) is a lightweight text-based data interchange format used to create objects to transfer data over the Internet. It's widely used today by common web applications, as well as mobile applications. This book gives you clear ways that you can exchange objects using JSON, regardless of whether you're developing a web or traditional networked application. You'll start wiOth a brief refresher on JSON and JavaScript syntax and read and write on the client and server. Then, you'll learn how to use JSON in simple AJAX applications using AngularJS and jQuery. Next, you will learn how to exchange objects with databases using MongoDB and CouchDB. You'll also explore how to use JSON in a type-safe manner, writing programs that have fewer bugs.

**Network Programming with Go** - Jan Newmarch 2017-05-15
Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

**Implementation and Application of Functional Languages** - Ralf Hinze 2013-11-19
This book contains the selected peer-reviewed and revised papers from the 24th International Symposium on Implementation and Application of Functional Languages, IFL 2012, held in Oxford, UK, in August/September 2012. The 14 papers included in this volume were carefully reviewed and selected from 28 revised submissions received from originally 37 presentations at the conference. The papers relate to the implementation and application of functional languages and function-based programming.

**Pro JPA 2** - Mike Keith 2011-01-28
Pro JPA 2 introduces, explains, and demonstrates how to use the Java Persistence API (JPA). JPA provides Java developers with both the knowledge and insight needed to write Java applications that access

relational databases through JPA. Authors Mike Keith and Merrick Schincariol take a hands–on approach to teaching by giving examples to illustrate each concept of the API and showing how it is used in practice. All of the examples use a common model from an overriding sample application, giving readers a context from which to start and helping them to understand the examples within an already familiar domain. After completing the book, you will have a full understanding and be able to successfully code applications using JPA. The book also serves as a reference guide during initial and later JPA application experiences. Hands-on examples for all the aspects of the JPA specification, based on the reference implementation of this specification A special section on migration to JPA Expert insight about various aspects of the API and when they are useful Portability hints to provide increased awareness of the potential for non–portable JPA code

**Mobile and Web Innovations in Systems and Service-Oriented Engineering** - Chiu, Dickson K.W. 2012-11-30

"This book offers widespread knowledge on modern organizations and the complications of the current globalized computing environment"--Provided by publisher.

*Digital Humanities Pedagogy* - Brett D. Hirsch 2012

"The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors' experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field's cultural assumptions and social obligations to its political visions." (4e de couverture).

**Beginning Ajax with PHP** - Lee Babin 2007-04-30

This is the first book to show how PHP and Javascript technologies can work together to create next generation applications. Covering many of the most commonplace topics developers encounter in daily web application development tasks, The author guides readers through topics like enhanced forms validation, data display and manipulation, JavaScript debugging, and security considerations. The result is a book that not only discusses how two of the world's most talked about technologies can come together to create amazing applications, but is also based upon a real-world context, enabling developers to immediately begin applying what they've learned to their own situation.

**Strategic and Pragmatic E-Business: Implications for Future Business Practices** - Mohammed Rezaul, Karim 2012-05-31

In emerging and global economies, e-commerce and e-business have become increasingly necessary components of business strategy and strong catalysts for economic development. Strategic and Pragmatic E-Business: Implications for Future Business Practices disseminates information on the new practices and techniques in e-business and promotes a better understanding of contemporary issues and solutions to existing and emerging challenges. Making prospective audiences aware of concurrent business needs, models, trends, methods, and techniques, this books targets: e-commerce vendors, business managers, entrepreneurs, software industries, the digital media world, and online merchants who wish to build strong consumer brands.

**Agreement Technologies** - Sascha Ossowski 2012-12-20

More and more transactions, whether in business or related to leisure activities, are mediated automatically by computers and computer networks, and this trend is having a significant impact on the conception and design of new computer applications. The next generation of these applications will be based on software agents to which increasingly complex tasks can be delegated, and which interact with each other in sophisticated ways so as to forge agreements in the interest of their human users. The wide variety of technologies supporting this vision is the subject of this volume. It summarises the European Cooperation in Science and Technology (COST) Action project on Agreement Technologies (AT), during which approximately 200 researchers from 25 European countries, along with eight institutions from non-COST countries, cooperated as part of a number of working groups. The book is the first to provide a comprehensive overview of the emerging field of Agreement Technologies, written and coordinated by the

leading researchers in the field. The results set out here are due for wide dissemination beyond the computer technology sector, involving law and social science as well.

Investigations in Computational Sarcasm - Aditya Joshi 2018-03-16

This book describes the authors' investigations of computational sarcasm based on the notion of incongruity. In addition, it provides a holistic view of past work in computational sarcasm and the challenges and opportunities that lie ahead. Sarcastic text is a peculiar form of sentiment expression and computational sarcasm refers to computational techniques that process sarcastic text. To first understand the phenomenon of sarcasm, three studies are conducted: (a) how is sarcasm annotation impacted when done by non-native annotators? (b) How is sarcasm annotation impacted when the task is to distinguish between sarcasm and irony? And (c) can targets of sarcasm be identified by humans and computers. Following these studies, the book proposes approaches for two research problems: sarcasm detection and sarcasm generation. To detect sarcasm, incongruity is captured in two ways: 'intra-textual incongruity' where the authors look at incongruity within the text to be classified (i.e., target text) and 'context incongruity' where the authors incorporate information outside the target text. These approaches use machine-learning techniques such as classifiers, topic models, sequence labelling, and word embeddings. These approaches operate at multiple levels: (a) sentiment incongruity (based on sentiment mixtures), (b) semantic incongruity (based on word embedding distance), (c) language model incongruity (based on unexpected language model), (d) author's historical context (based on past text by the author), and (e) conversational context (based on cues from the conversation). In the second part of the book, the authors present the first known technique for sarcasm generation, which uses a template-based approach to generate a sarcastic response to user input. This book will prove to be a valuable resource for researchers working on sentiment analysis, especially as applied to automation in social media.

**High Performance JavaScript** - Nicholas C. Zakas 2010-03-11

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

ASP.NET Core Application Development - James Chambers 2016-11-29

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

*Proceedings of the XV International symposium Symorg 2016* - Ondrej Jaško 2016-06-03

*The Web Development Glossary* - Jens Oliver Meiert 2020-04-07

The Web Development Glossary is probably the largest of its kind. With more than 2,000 terms and explanations it acquaints and reunites you with the major standards and concepts of the Web, with HTML, CSS, JavaScript, accessibility, security, performance, code quality, internationalization, localization, editors and tooling and more. The glossary then goes beyond web development, touching on computer science, design, typography, usability and user experience, information as well as project management, other disciplines of interest and relevance to the modern developer. It goes beyond, inspiring the curiosity to learn more about the Web and the people creating and using it. And still it is a glossary, of a couple of thousand terms for developers, leaning on (and giving back to) Wikipedia and the MDN Web Docs. → This is the book if you choose to extend and validate your web and software development knowledge.

**JavaScript Bible** - Danny Goodman 2010-09-23
The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

*Maintainable JavaScript* - Nicholas Zakas 2012-05-24
An introduction to writing code with JavaScript covers such topics as style guidelines, programming practices, and automation.

**Application Development and Design: Concepts, Methodologies, Tools, and Applications** - Management Association, Information Resources 2017-08-11
Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

**Handbook of Research on Web 2.0, 3.0, and X.0: Technologies, Business, and Social Applications** - Murugesan, San 2009-11-30
"This book provides a comprehensive reference source on next generation Web technologies and their applications"--Provided by publisher.

**Frameworks, Methodologies, and Tools for Developing Rich Internet Applications** - Alor-Hernández, Giner 2014-09-30
Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for

Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

*Mobile HTML5* - Estelle Weyl 2013-11-13
Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwith and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

**Framework Design Guidelines** - Krzysztof Cwalina 2008-10-22
This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the "Downloads" tab and click on the "DVD Contents" links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting–and guidelines for ensuring–extensibility How (and how not) to design exceptions Guidelines for–and examples of–common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

**The Routledge Companion to Digital Humanities and Art History** - Kathryn Brown 2020-04-15
The Routledge Companion to Digital Humanities and Art History offers a broad survey of cutting-edge intersections between digital technologies and the study of art history, museum practices, and cultural heritage. The volume focuses not only on new computational tools that have been developed for the study of artworks and their histories but also debates the disciplinary opportunities and challenges that have emerged in response to the use of digital resources and methodologies. Chapters cover a wide range of technical and conceptual themes that define the current state of the field and outline strategies for future development. This book offers a timely perspective on trans-disciplinary developments that are reshaping art historical research, conservation, and teaching. This book will be of interest to scholars in art history, historical theory, method and historiography, and research methods in education.

**Information Technology** - Richard Fox 2013-02-08
Information Technology: An Introduction for Today's Digital World introduces undergraduate students to a wide variety of concepts they will encounter throughout their IT studies and careers. The book covers computer organization and hardware, Windows and Linux operating systems, system administration duties, scripting, computer networks, regular expressions, binary numbers, the Bash shell in Linux, DOS,

managing processes and services, and computer security. It also gives students insight on IT-related careers, such as network and web administration, computer forensics, web development, and software engineering. Suitable for any introductory IT course, this classroom-tested text presents many of the topics recommended by the ACM Special Interest Group on IT Education (SIGITE). It offers a far more detailed examination of the computer than current computer literacy texts, focusing on concepts essential to all IT professionals—from operating systems and hardware to information security and computer ethics. The book highlights Windows/DOS and Linux with numerous examples of issuing commands and controlling the operating systems. It also provides details on hardware, programming, and computer networks. Ancillary Resources The book includes laboratory exercises and some of the figures from the text online. PowerPoint lecture slides, answers to exercises, and a test bank are also available for instructors.

*ITNG 2022 19th International Conference on Information Technology-New Generations* - Shahram Latifi 2022

This volume represents the 19th International Conference on Information Technology - New Generations (ITNG), 2022. ITNG is an annual event focusing on state of the art technologies pertaining to digital information and communications. The applications of advanced information technology to such domains as astronomy, biology, education, geosciences, security, and health care are the among topics of relevance to ITNG. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help the information readily flow to the user are of special interest. Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing are examples of related topics. The conference features keynote speakers, a best student award, poster award, and service award. . This publication is unique as it captures modern trends in IT with a balance of theoretical and experimental work. Most other work focus either on theoretical or experimental, but not both. Accordingly, we do not know of any competitive literature.

ECOOP 2012 -- Object-Oriented Programming - James Noble 2012-06-28
This book constitutes the refereed proceedings of the 26th European Conference on Object-Oriented Programming, ECOOP 2012, held in Beijing, China, in June 2012. The 27 revised full papers presented together with two keynote lectures were carefully reviewed and selected from a total of 140 submissions. The papers are organized in topical sections on extensibility, language evaluation, ownership and

initialisation, language features, special-purpose analyses, javascript, hardcore theory, modularity, updates and interference, general-purpose analyses.

Interactive Data Visualization for the Web - Scott Murray 2013-03-11
Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser

*Getting Started with Knockout.js for .NET Developers* - Andrey Akinshin 2015-05-27
This book is intended for .NET developers who want to use the MVVM design pattern to create powerful client-side JavaScript linked to server-side C# logic. Basic experience with ASP.NET, Razor, and creating web applications is needed.

Learning Web App Development - Semmy Purewal 2014-02-13
Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

*Web Intelligence: Research and Development* - Ning Zhong 2003-06-30
This book constitutes the refereed proceedings of the First Asia-Pacific Conference on Web Intelligence, WI 2001, held in Maebashi City, Japan, in October 2001.The 28 revised full papers and 45 revised short papers presented were carefully reviewed and selected from 153 full-length paper submissions. Also included are an introductory survey and six invited presentations. The book offers topical sections on Web information systems environments and foundations, Web human-media engineering, Web information management, Web information retrieval, Web agents, Web mining and farming, and Web-based applications.