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How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components, including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as Johnny-Five, and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as building blocks for shared experiences Summary Testing Vue.js Applications is a comprehensive guide to testing Vue components, methods, events, and output. Author Edd Yerburch, creator of the Vue testing utility, explains the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Web developers who use the Vue framework love its reliability, speed, small footprint, and versatility. Vue's component-based approach and use of DOM methods require you to adapt your app-testing practices. Learning Vue-specific testing tools and strategies will ensure your apps run like they should. About the Book With Testing Vue.js Applications, you'll discover effective testing methods for Vue applications. You'll enjoy author Edd Yerburch's engaging style and fun real-world examples as you learn to use the Jest framework to run tests for a Hacker News application

built with Vue, Vuex, and Vue Router. This comprehensive guide teaches the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. What's inside Unit tests, snapshot tests, and end-to-end tests Writing unit tests for Vue components Writing tests for Vue mixins, Vuex, and Vue Router Advanced testing techniques, like mocking About the Reader Written for Vue developers at any level. About the Author Edd Yerburgh is a JavaScript developer and Vue core team member. He's the main author of the Vue Test Utils library and is passionate about open source tooling for testing component-based applications. Table of Contents Introduction to testing Vue applications Creating your first test Testing rendered component output Testing component methods Testing events Understanding Vuex Testing Vuex Organizing tests with factory functions Understanding Vue Router Testing Vue Router Testing mixins and filters Writing snapshot tests Testing server-side rendering Writing end-to-end tests APPENDIXES A - Setting up your environment B - Running the production build C - Exercise answers

Vue.js is a front-end framework that builds on many of the reactive UI ideas introduced in React.js. Vue.js in Action teaches readers to build fast, flowing web UI with the Vue.js framework. As they move through the book, readers put their skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Functional Programming in JavaScript teaches JavaScript developers functional techniques that will improve extensibility, modularity, reusability, testability, and performance. Through concrete examples and jargon-free explanations, this book teaches you how to apply functional programming to real-life development tasks Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology In complex web applications, the low-level details of your JavaScript code can obscure the workings of the system as a whole. As a coding style, functional programming (FP) promotes loosely coupled relationships among the components of your application, making the big picture easier to design, communicate, and maintain. About the Book Functional Programming in JavaScript teaches you techniques to improve your web applications - their extensibility, modularity, reusability, and testability, as well as their performance. This easy-to-read book uses concrete examples and clear explanations to show you how to use functional programming in real life. If you're new to functional programming, you'll appreciate this guide's many insightful comparisons to imperative or object-oriented programming that help you understand functional design. By the end, you'll think about application design in a fresh new way, and you may even grow to appreciate monads! What's Inside High-value FP techniques for real-world uses Using FP where it makes the most sense Separating the logic of your system from implementation details FP-style error handling, testing, and debugging All code samples use JavaScript ES6 (ES 2015) About the Reader Written for developers with a solid grasp of JavaScript fundamentals and web application design. About the Author Luis Atencio is a software engineer and architect building enterprise applications in Java, PHP, and JavaScript. Table of Contents PART 1 THINK FUNCTIONALLY Becoming functional Higher-order JavaScript PART 2 GET FUNCTIONAL Few data structures, many operations Toward modular, reusable code Design patterns against complexity PART 3 ENHANCING YOUR FUNCTIONAL SKILLS Bulletproofing your code Functional

optimizations Managing asynchronous events and data Summary RxJS in Action gives you the development skills you need to create reactive applications with RxJS. This book is full of theory and practical examples that build on each other and help you begin thinking in a reactive manner. Foreword by Ben Lesh, Project lead, RxJS 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology On the web, events and messages flow constantly between UI and server components. With RxJS, you can filter, merge, and transform these streams directly, opening the world of data flow programming to browser-based apps. This JavaScript implementation of the ReactiveX spec is perfect for on-the-fly tasks like autocomplete. Its asynchronous communication model makes concurrency much, much easier. About the Book RxJS in Action is your guide to building a reactive web UI using RxJS. You'll begin with an intro to stream-based programming as you explore the power of RxJS through practical examples. With the core concepts in hand, you'll tackle production techniques like error handling, unit testing, and interacting with frameworks like React and Redux. And because RxJS builds on ideas from the world of functional programming, you'll even pick up some key FP concepts along the way. What's Inside Building clean, declarative, fault-tolerant applications Transforming and composing streams Taming asynchronous processes Integrating streams with third-party libraries Covers RxJS 5 About the Reader This book is suitable for readers comfortable with JavaScript and standard web application architectures. About the Author Paul P. Daniels is a professional software engineer with experience in .NET, Java, and JavaScript. Luis Atencio is a software engineer working daily with Java, PHP, and JavaScript platforms, and author of Manning's Functional Programming in JavaScript. Table of Contents PART 1 - UNDERSTANDING STREAMS Thinking reactively Reacting with RxJS Core operators It's about time you used RxJS PART 2 - OBSERVABLES IN PRACTICE Applied reactive streams Coordinating business processes Error handling with RxJS PART 3 MASTERING RXJS Heating up observables Toward testable, reactive programs RxJS in the wild Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc

Harter, T.J. Holowaychuk, and Nathan Rajlich. This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program. Summary Express in Action is a carefully designed tutorial that teaches you how to build web applications using Node and Express. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Express.js is a web application framework for Node.js. Express organizes your server-side JavaScript into testable, maintainable modules. It provides a powerful set of features to efficiently manage routes, requests, and views along with beautiful boilerplate for your web applications. Express helps you concentrate on what your application does instead of managing time-consuming technical details. About the Book Express in Action teaches you how to build web applications using Node and Express. It starts by introducing Node's powerful traits and shows you how they map to the features of Express. You'll explore key development techniques, meet the rich ecosystem of companion tools and libraries, and get a glimpse into its inner workings. By the end of the book, you'll be able to use Express to build a Node app and know how to test it, hook it up to a database, and automate the dev process. What's Inside Simplify Node app setup with Express Testing Express applications Use Express for easy access to Node features Data storage with MongoDB Covers Express 4 and Express 5 alpha About the Reader To get the most out of this book, you'll need to know the basics of web application design and be proficient with JavaScript. About the Author Evan Hahn is an active member of the Node and Express community and contributes to many open source JavaScript projects. Table of Contents PART 1 INTRO What is Express? The basics of Node.js Foundations of Express PART 2 CORE Middleware Routing Building APIs Views and templates: Pug and EJS PART 3 EXPRESS IN CONTEXT Persisting your data with MongoDB Testing Express applications Security Deployment: assets and Heroku Best practices Get a brisk introduction to building fast, interactive single-page web applications with Vue.js, the popular JavaScript framework that organizes and simplifies web development. With this practical guide, you'll quickly move from basics to custom components and advanced features—including JSX, the JavaScript syntax extension. Author Callum Macrae shows you how to use the most useful libraries in the Vue ecosystem, such as vue-router for routing, vuex for state management, and vue-test-utils for testing. If you're a frontend developer familiar with JavaScript, HTML, and CSS, this book will show you how to develop a fully featured web application using Vue. Learn Vue.js basics, including its use of templates to display data on a page Set up Vue projects from scratch, or use vue-cli to set up from a template Create a maintainable codebase by splitting code into self-contained components Discover how Vue.js works with CSS to style your websites and applications Use render functions and JSX, rather than templates, to determine what Vue displays Control how code is executed and displayed with vue-router Manage state in one centralized place with the Vuex library Write unit tests to ensure your Vue components don't break in the future No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-

depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Vue.js is a front-end framework that builds on many of the reactive UI ideas introduced in *React.js*. *Vue.js in Action* teaches readers to build fast, flowing web UI with the *Vue.js* framework. As they move through the book, readers put their skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Ember.js in Action is a crisp tutorial that introduces the *Ember.js* framework and shows you how to build production-quality web applications. You'll begin with the basic architecture: client- and server-side MVC, integrating *Ember.js* with your favorite back end, handling data ... and more. You'll explore the amazing *Handlebars* templating engine that automatically updates your apps when the data behind them changes. Along the way, you'll develop a complete *Ember.js* application and learn how to deploy, administer, and update it efficiently. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Ember.js is a JavaScript MVC framework that handles important tasks like managing code modules, maintaining state, and expediting reliable data flow. It provides the patterns, components, and scaffolding you need to build ambitious web applications.

About the Book Ember.js in Action introduces the *Ember.js* framework and shows you how to build full-featured, desktop-quality web applications. You'll begin with the basic architecture: client- and server-side MVC and how to integrate *Ember.js* with your favorite back end. Then you'll explore the amazing *Handlebars* templating engine that automatically updates your apps when the data behind them changes. Along the way, you'll develop a complete *Ember.js* application and learn how to deploy, administer, and update it efficiently. Readers of this book need to know JavaScript. No prior experience with *Ember.js* is required.

What's Inside Working with Ember Data Mastering Handlebars templates Advanced JavaScript techniques Covers Ember.js 1.0

About the Author Joachim Haagen Skeie is an experienced web application developer and the author of *Montric*, an open source monitoring tool built using *Ember.js*.

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PART 1 EMBER.JS FUNDAMENTALS Powering your next ambitious web application The *Ember.js* way Putting everything together using *Ember.js* Router Automatically updating templates with *Handlebars.js*

PART 2 BUILDING AMBITIOUS WEB APPS FOR THE REAL WORLD Bringing home the bacon—interfacing with the server side using *Ember Data* Interfacing with the server side without using *Ember Data* Writing custom components Testing your *Ember.js* application

PART 3 ADVANCED EMBER.JS TOPICS Authentication through a third-party system—Mozilla Persona The *Ember.js* run

loop—Backburner.js Packaging and deployment Summary D3.js in Action, Second Edition is completely revised and updated for D3 v4 and ES6. It's a practical tutorial for creating interactive graphics and data-driven applications using D3. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Visualizing complex data is hard. Visualizing complex data on the web is darn near impossible without D3.js. D3 is a JavaScript library that provides a simple but powerful data visualization API over HTML, CSS, and SVG. Start with a structure, dataset, or algorithm; mix in D3; and you can programmatically generate static, animated, or interactive images that scale to any screen or browser. It's easy, and after a little practice, you'll be blown away by how beautiful your results can be! About the Book D3.js in Action, Second Edition is a completely updated revision of Manning's bestselling guide to data visualization with D3. You'll explore dozens of real-world examples, including force and network diagrams, workflow illustrations, geospatial constructions, and more. Along the way, you'll pick up best practices for building interactive graphics, animations, and live data representations. You'll also step through a fully interactive application created with D3 and React. What's Inside Updated for D3 v4 and ES6 Reusable layouts and components Geospatial data visualizations Mixed-mode rendering About the Reader Suitable for web developers with HTML, CSS, and JavaScript skills. No specialized data science skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering Summary Hapi.js in Action teaches you how to build modern Node-driven applications using hapi.js. Packed with examples, this book takes you from your first simple server through the skills you'll need to build a complete application. Foreword by Eran Hammer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The hapi.js web framework for Node.js is built around three radical ideas. Developer productivity: hapi's intuitive setup gets you up and running in no time. Maintainability: hapi's modular design allows for easy scaling and improvement. Flexibility: hapi has a lightweight core that you can expand and customize with plugins. Are you ready to get hapi? About the Book Hapi.js in Action is an incredibly practical book that teaches you to build APIs, servers, and applications using Node.js and the hapi.js framework. You'll begin with an easy-to-follow mental model of a Node.js web application and see exactly where hapi fits into the picture. Then, you'll walk through building an API and composing it into a web application. Along the way, you'll explore key topics like validation, testing, authentication, and deployment. Throughout, you'll learn how to build rock-solid, secure, and fast applications. What's Inside Best practices for Node application design Building APIs with hapi Maintaining and scaling applications Extending hapi with plugins About the Reader This book assumes you have strong JavaScript skills. Experience with Node.js is helpful but not required. About the Author Matt Harrison is a core contributor to hapi.js and an active member of the Node community. Table of Contents PART 1 - FIRST STEPS Introducing hapi Building an API

Building a website PART 2 - EXPANDING YOUR TOOLBOX Routes and handlers in-depth Understanding requests and responses Validation with Joi Building modular applications with plugins Cache me if you can PART 3 - CREATING ROCK-SOLID APPS Authentication and security Testing with Lab, Code, and server.inject() Production and beyond Summary Electron in Action guides you, step-by-step, as you learn to build cross-platform desktop applications that run on Windows, OSX, and Linux. By the end of the book, you'll be ready to build simple, snappy applications using JavaScript, Node, and the Electron framework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Wouldn't it be great to build desktop applications using just your web dev skills? Electron is a framework designed for exactly that! Fully cross-platform, Electron lets you use JavaScript and Node to create simple, snappy desktop apps. Spinning up tools, games, and utilities with Electron is fast, practical, and fun! About the Book Electron in Action teaches you to build cross-platform applications using JavaScript, Node, and the Electron framework. You'll learn how to think like a desktop developer as you build a text tool that reads and renders Markdown. You'll add OS-specific features like the file system, menus, and clipboards, and use Chromium's tools to distribute the finished product. You'll even round off your learning with data storage, performance optimization, and testing. What's inside Building for macOS, Windows, and Linux Native operating system APIs Using third-party frameworks like React Deploying to the Mac App Store About the Reader Requires intermediate JavaScript and Node skills. No experience building desktop apps required. About the Author Steven Kinney is a principal engineer at SendGrid, an instructor with Frontend Masters, and the organizer of the DinosaurJS conference in Denver, Colorado. Table of Contents PART 1 - GETTING STARTED WITH ELECTRON Introducing Electron Your first Electron application PART 2 - BUILDING CROSS-PLATFORM APPLICATIONS WITH ELECTRON Building a notes application Using native file dialog boxes and facilitating interprocess communication Working with multiple windows Working with files Building application and context menus Further operating system integration and dynamically enabling menu items Introducing the tray module Building applications with the menubar library Using transpilers and frameworks Persisting use data and using native Node.js modules Testing applications with Spectron PART 3 - DEPLOYING ELECTRON APPLICATIONS Building applications for deployment Releasing and updating applications Distributing your application through the Mac App Store The Expanse meets Game of Thrones in J. S. Dewes's fast-paced, sci-fi adventure The Last Watch, the first book in the Divide series, where a handful of soldiers stand between humanity and annihilation. Space.com—Best Sci-fi Books 2022 New York Public Library—Best Science Fiction 2021 Business Insider—Best Science Fiction 2021 Polygon—Best Science Fiction and Fantasy 2021 Amazon—Best Science Fiction 2021 FanFiAddict—Lord TBR's Best of 2021 Best SciFi Books—Best of 2021 P. S. Hoffman—Best of 2021 10 Best Books Like Foundation—ScreenRant 20 Must Read Space Fantasy Books for 2021—Bookriot Most Anticipated Book for April 2021: Bookish Nerd Daily Geek Tyrant SFF 180 Amazon Best of the Month April 2021 The Divide. It's the edge of the universe. Now it's collapsing—and taking everyone and everything with it. The only ones who can stop it are the Sentinels—the recruits, exiles, and court-martialed dregs of the military. At the Divide,

Adequin Rake commands the Argus. She has no resources, no comms—nothing, except for the soldiers that no one wanted. Her ace in the hole could be Cavalon Mercer--genius, asshole, and exiled prince who nuked his grandfather's genetic facility for “reasons.” She knows they’re humanity's last chance. The Divide series The Last Watch The Exiled Fleet

At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application

data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron Summary AngularJS in Action covers everything you need to know to get started with the AngularJS framework. As you read, you'll explore all the individual components of the framework and learn how to customize and extend them. You'll discover the emerging patterns for web application architecture and tackle required tasks like communicating with a web server back-end. Along the way, you'll see AngularJS in action by building real world applications with thoroughly commented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology AngularJS is a JavaScript-based framework that extends HTML, so you can create dynamic, interactive web applications in the same way you create standard static pages. Out of the box, Angular provides most of the functionality you'll need for basic apps, but you won't want to stop there. Intuitive, easy to customize, and test-friendly, Angular practically begs you to build more interesting apps. About the Book AngularJS in Action teaches you everything you need to get started with AngularJS. As you read, you'll learn to build interactive single-page web interfaces, apply emerging patterns like MVVM, and tackle key tasks like communicating with back-end servers. All examples are supported by clear explanations and illustrations along with fully annotated code listings. This book assumes you know at least some JavaScript. No prior exposure to AngularJS is required. What's Inside Get started with AngularJS Write your own components Best practices for application architecture Progressively build a full-featured application Covers Angular JS 1.3 Sample application updated to the latest version of Angular About the Author Lukas Ruebbelke is a full-time web developer and an active contributor to the AngularJS community. Table of Contents PART 1 GET ACQUAINTED WITH ANGULARJS Hello AngularJS Structuring your AngularJS application PART 2 MAKE SOMETHING WITH ANGULARJS Views and controllers Models and services Directives Animations Structuring your site with routes Forms and validations APPENDIXES Setting up Karma Setting up a Node.js server Setting up a Firebase server Running the app Summary Sails.js in Action is a comprehensive guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool with real-world examples and crystal clear explanations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And because you're using Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best practices for building Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with

WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting started First steps Using static assets Using the blueprint API Custom backend code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime with WebSockets Deployment, testing, and security Summary D3.js in Action, Second Edition is completely revised and updated for D3 v4 and ES6. It's a practical tutorial for creating interactive graphics and data-driven applications using D3. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Visualizing complex data is hard. Visualizing complex data on the web is darn near impossible without D3.js. D3 is a JavaScript library that provides a simple but powerful data visualization API over HTML, CSS, and SVG. Start with a structure, dataset, or algorithm; mix in D3; and you can programmatically generate static, animated, or interactive images that scale to any screen or browser. It's easy, and after a little practice, you'll be blown away by how beautiful your results can be! About the Book D3.js in Action, Second Edition is a completely updated revision of Manning's bestselling guide to data visualization with D3. You'll explore dozens of real-world examples, including force and network diagrams, workflow illustrations, geospatial constructions, and more. Along the way, you'll pick up best practices for building interactive graphics, animations, and live data representations. You'll also step through a fully interactive application created with D3 and React. What's Inside Updated for D3 v4 and ES6 Reusable layouts and components Geospatial data visualizations Mixed-mode rendering About the Reader Suitable for web developers with HTML, CSS, and JavaScript skills. No specialized data science skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering Summary Meteor in Action teaches you full-stack web development using the Meteor platform. It starts with an overview of a Meteor application, revealing the unique nature of Meteor's end-to-end application model. Then you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn simple and advanced routing techniques, and practice managing users, permissions, and roles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You might call Meteor a reactive, isomorphic, full-stack web development framework. Or, like most developers who have tried it, you might just call it awesome. Meteor is a JavaScript-based framework for both client and server web and mobile applications. Meteor applications react to changes in data instantly, so you get impossibly responsive user experiences, and the consistent build process, unified front- and back-end package system, and one-command deploys save you

time at every step from design to release. Meteor in Action teaches you full-stack web development with Meteor. It starts by revealing the unique nature of Meteor's end-to-end application model. Through real-world scenarios, you'll dive into the Blaze templating engine, discover Meteor's reactive data sources model, learn routing techniques, and practice managing users, permissions, and roles. Finally, you'll learn how to deploy Meteor on your server and scale efficiently. What's Inside Building your first real-time application Using MongoDB and other reactive data sources Creating applications with Iron Router Deploying and scaling your applications About the Reader Readers need to know the basics of JavaScript and understand general web application design. About the Authors Stephan Hochhaus and Manuel Schoebel are veteran web developers who have worked with Meteor since its infancy. Table of Contents PART 1 LOOK—A SHOOTING STAR! A better way to build apps My fridge! A reactive gamePART 2 3, 2, 1—IMPACT! Working with templates Working with data Fully reactive editing Users, authentications, and permissions Exchanging data Routing using Iron.Router The package system Advanced server methods PART 3 LEAVING THE CRATER Building and debugging Going into production

Programming with C++20 teaches programmers with C++ experience the new features of C++20 and how to apply them. It does so by assuming C++11 knowledge. Elements of the standards between C++11 and C++20 will be briefly introduced, if necessary. However, the focus is on teaching the features of C++20. You will start with learning about the so-called big four Concepts, Coroutines, `std::ranges`, and modules. The big four are followed by smaller yet not less important features. You will learn about `std::format`, the new way to format a string in C++. In chapter 6, you will learn about a new operator, the so-called spaceship operator, which makes you write less code. You then will look at various improvements of the language, ensuring more consistency and reducing surprises. You will learn how lambdas improved in C++20 and what new elements you can now pass as non-type template parameters. Your next stop is the improvements to the STL. Of course, you will not end this book without learning about what happened in the `constexpr`-world. Provides information on using Node.js to build scalable Web applications, covering such topics as asynchronous programming, data storage, and output templating. Summary Node.js in Practice is a collection of fully tested examples that offer solutions to the common and not-so-common issues you face when you roll out Node. You'll dig into important topics like the ins and outs of event-based programming, how and why to use closures, how to structure applications to take advantage of end-to-end JavaScript apps, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You've decided to use Node.js for your next project and you need the skills to implement Node in production. It would be great to have Node experts Alex Young and Marc Harter at your side to help you tackle those day-to-day challenges. With this book, you can! Node.js in Practice is a collection of 115 thoroughly tested examples and instantly useful techniques guaranteed to make any Node application go more smoothly. Following a common-sense Problem/Solution format, these experience-fueled techniques cover important topics like event-based programming, streams, integrating external applications, and deployment. The abundantly annotated code makes the examples easy to follow, and techniques are organized into logical clusters, so it's a snap to find what you're looking for. Written for readers who have a practical knowledge of JavaScript and

the basics of Node.js. What's Inside Common usage examples, from basic to advanced
Designing and writing modules Testing and debugging Node apps Integrating Node into
existing systems About the Authors Alex Young is a seasoned JavaScript developer who
blogs regularly at DailyJS. Marc Harter works daily on large-scale projects including high-
availability real-time applications, streaming interfaces, and other data-intensive systems.

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browser, you already have the skills you need to put JavaScript to work on back-end servers
with Node. This hands-on book shows you how to use this popular JavaScript platform to
create simple server applications, communicate with the client, build dynamic pages, work
with data, and tackle other tasks. Although Node has a complete library of developer-
contributed modules to automate server-side development, this book will show you how to
program with Node on your own, so you truly understand the platform. Discover firsthand
how well Node works as a web server, and how easy it is to learn and use. Set up Node and
learn how to build scaffolding for a web application Work with Node natively to see how it
functions as a web server Understand how Node receives client data from GET and POST
requests Use the Socket.IO module to facilitate realtime client-server communication
Choose from among several Node templates to create dynamic pages Learn how to connect
to a database, and store data in files Implement the Model-View-Controller pattern, and
share Node modules with server and client Summary CoffeeScript in Action is a tutorial
that teaches you how, where, and why to use CoffeeScript. It begins by quickly exposing
you to CoffeeScript's new, but instantly-familiar syntax. Then, you'll explore programming
challenges that illustrate CoffeeScript's unique advantages. Language junkies will especially
appreciate how this book takes idioms from other programming languages and shows you
how CoffeeScript makes them available in JavaScript. Purchase of the print book includes a
free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book
JavaScript runs (almost) everywhere but it can be quirky and awkward. Its cousin
CoffeeScript is easier to comprehend and compose. An expressive language, not unlike
Ruby or Python, it compiles into standard JavaScript without modification and is a great
choice for complex web applications. It runs in any JavaScript-enabled environment and is
easy to use with Node.js and Rails. CoffeeScript in Action teaches you how, where, and
why to use CoffeeScript. It immerses you in CoffeeScript's comfortable syntax before
diving into the concepts and techniques you need in order to write elegant CoffeeScript
programs. Throughout, you'll explore programming challenges that illustrate CoffeeScript's
unique advantages. For language junkies, the book explains how CoffeeScript brings idioms
from other languages into JavaScript. What's Inside CoffeeScript's syntax and structure
Web application patterns and best practices Prototype-based OOP Functional programming

Asynchronous programming techniques Builds and testing Readers need a basic grasp of web development and how JavaScript works. No prior exposure to CoffeeScript is required. About the Author Patrick Lee is a developer, designer, and software consultant, working with design startup Canva in Sydney, Australia. Table of Contents PART 1 FOUNDATIONS The road to CoffeeScript Simplified syntax First-class functions Dynamic objects PART 2 COMPOSITION Composing objects Composing functions Style and semantics Metaprogramming Composing the asynchronous PART 3 APPLICATIONS Driving with tests In the browser Modules and builds ECMAScript and the future of CoffeeScript Node.js is the platform of choice for creating modern web services. This fast-paced book gets you up to speed on server-side programming with Node.js 8, as you develop real programs that are small, fast, low-profile, and useful. Take JavaScript beyond the browser, explore dynamic language features, and embrace evented programming. Harness the power of the event loop and non-blocking I/O to create highly parallel microservices and applications. This expanded and updated second edition showcases the latest ECMAScript features, current best practices, and modern development techniques. JavaScript is the backbone of the modern web, powering nearly every web app's user interface. Node.js is JavaScript for the server. This greatly expanded second edition introduces new language features while dramatically increasing coverage of core topics. Each hands-on chapter offers progressively more challenging topics and techniques, broadening your skill set and enabling you to think in Node.js. Write asynchronous, non-blocking code using Node.js's style and patterns. Cluster and load balance services with Node.js core features and third-party tools. Harness the power of databases such as Elasticsearch and Redis. Work with many protocols, create RESTful web services, TCP socket clients and servers, and more. Test your code's functionality with Mocha, and manage its life cycle with npm. Discover how Node.js pairs a server-side event loop with a JavaScript runtime to produce screaming fast, non-blocking concurrency. Through a series of practical programming domains, use the latest available ECMAScript features and harness key Node.js classes and popular modules. Create rich command-line tools and a web-based UI using modern web development techniques. Join the smart and diverse community that's rapidly advancing the state of the art in JavaScript development. What You Need: Node.js 8.x Operating system with bash-like shell OMQ (pronounced "Zero-M-Q") library, version 3.2 or higher Elasticsearch version 5.0 or higher jq version 1.5 or higher Redis version 3.2 or higher Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book Web Components in Action teaches you

to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reusable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities Summary D3.js in Action is a practical tutorial for creating interactive graphics and data-driven applications using D3.js. You'll start with in-depth explanations of D3's out-of-the-box layouts, along with dozens of practical use cases that align with different types of visualizations. Then, you'll explore practical techniques for content creation, animation, and representing dynamic data—including interactive graphics and data streamed live over the web. The final chapters show you how to use D3's rich interaction model as the foundation for a complete web application. In the end, you'll be ready to integrate D3.js into your web development process and transform any site into a more engaging and sophisticated user experience. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology D3.js is a JavaScript library that allows data to be represented graphically on a web page. Because it uses the broadly supported SVG standard, D3 allows you to create scalable graphs for any modern browser. You start with a structure, dataset, or algorithm and programmatically generate static, interactive, or animated images that responsively scale to any screen. About the Book D3.js in Action introduces you to the most powerful web data visualization library available and shows you how to use it to build interactive graphics and data-driven applications. You'll start with dozens of practical use cases that align with different types of charts, networks, and maps using D3's out-of-the-box layouts. Then, you'll explore practical techniques for content design, animation, and representation of dynamic data—including interactive graphics and live streaming data. What's Inside Interacting with vector graphics Expressive data visualization Creating rich mapping applications Prepping your data Complete data-driven web apps in D3 Readers need basic HTML, CSS, and JavaScript skills. No experience with D3 or SVG is required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. His D3.js portfolio includes work at Stanford University and with well-known companies worldwide. Table of Contents PART 1 D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction PART 2 THE PILLARS OF

INFORMATION VISUALIZATION Chart components Layouts Network visualization Geospatial information visualization Traditional DOM manipulation with D3 PART 3 ADVANCED TECHNIQUES Composing interactive applications Writing layouts and components Big data visualization D3.js on mobile (available online only) Summary

Serverless Applications with Node.js walks you through building serverless apps on AWS using JavaScript. Inside, you'll discover what Claudia.js brings to the table as you build and deploy a scalable event-based serverless application, based around a pizzeria that's fully integrated with AWS services, including Lambda and API Gateway. Each chapter is filled with exercises, examples, tips, and more to make sure you're ready to bring what you've learned into your own work. Foreword by Gojko Adzic. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The benefits of cloud-hosted serverless web apps are undeniable: lower complexity, quicker time to market, and easier scalability than traditional, server-dependent designs. And thanks to JavaScript support in AWS Lambda and powerful new serverless API tools like the Claudia.js library, you can build and deploy serverless apps end to end without learning a new language. About the Book Serverless Applications with Node.js teaches you to design and build serverless web apps on AWS using JavaScript, Node, and Claudia.js. You'll master the basics of writing AWS Lambda functions, along with core serverless patterns like API Gateway. Along the way, you'll practice your new skills by building a working chatbot and a voice assistant with Amazon Alexa. You'll also discover techniques for migrating existing apps to a serverless platform. What's inside

Authentication and database storage Asynchronous functions Interesting real-world examples Developing serverless microservices About the Reader For web developers comfortable with JavaScript and Node.js. About the Author Slobodan Stojanovi? and Aleksandar Simovi? are AWS Serverless Heroes and core contributors to the Claudia.js project. They are also coauthors of Desole, an open source serverless errortracking tool, and the lead developers of Claudia Bot Builder. Table of Contents PART 1 - Serverless pizzeria Introduction to serverless with Claudia Building your first serverless API Asynchronous work is easy, we Promise() Pizza delivery: Connecting an external service Houston, we have a problem! Level up your API Working with files PART 2 - Let's talk When pizza is one message away: Chatbots Typing... Async and delayed responses Jarvis, I mean Alexa, order me a pizza Paying for pizza Migrating to serverless Real-world case studies appendix A - Installation and configuration appendix B - Facebook Messenger, Twilio, and Alexa configuration appendix C - Stripe and MongoDB setup appendix D - The pizza recipe Summary

Ext JS in Action, Second Edition teaches Ext JS from the ground up. You'll start with a quick overview of the framework and then explore the core components by diving into complete examples, engaging illustrations, and crisp, straightforward explanations. You'll feel like you have an expert guide right at your elbow teaching you important Ext techniques and offering insight into its inner workings. Along the way, you'll learn the best practices for building and scaling full-featured web applications, including how to customize and build Ext widgets. Fully revised for Ext JS 4.0. About this Book Ext JS is a mature JavaScript web application framework that provides modern UI widgets and an advanced MVC architecture. It helps you manage tedious boilerplate and minimize hand-coded HTML and browser incompatibilities. Ext JS in Action, Second Edition starts with a

quick overview of the framework and then explores the core components by diving into complete examples, engaging illustrations, and clear explanations. You'll feel like you have an expert guide at your elbow as you learn the best practices for building and scaling full-featured web applications. A working knowledge of JavaScript is assumed. No prior experience with Ext JS is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Building professional web apps with Ext JS Stamping out DOM fragments with templates Customizing and building Ext widgets Masterful UI design Fully revised for Ext JS version 4.0 About the Authors Jay Garcia is a well-known member of the Ext JS community and a contributor to the framework. He wrote Sencha Touch in Action. Grgur Grisogono founded SourceDevCon in London, UK and Split, Croatia. Jacob Andresen is a consultant specializing in large scale internet applications. Table of Contents PART 1 INTRODUCTION TO EXT JS 4.0 A framework apart DOM manipulation Components and containers PART 2 EXT JS COMPONENTS Core UI components Exploring layouts Forms in Ext JS The data store The grid panel Taking root with trees Drawing and charting Remote method invocation with Ext Direct Drag-and-drop PART 3 BUILDING AN APPLICATION Class system foundations Building an application Summary Sencha Touch in Action is the definitive guide to developing applications with Sencha Touch. You'll begin with basic design principles for building great mobile applications, and then explore the features of Sencha Touch that bring those ideas to life. You'll learn how and why objects operate in the framework as you work through several real-world examples. This book also promotes the emerging best practices for mobile web development, from widget implementation to developing an application with the Sencha Touch MVC framework. Updated for Sencha Touch 2. About the Technology The Sencha Touch framework makes it easy to build cross-platform mobile apps using HTML5 and JavaScript. It offers numerous features that mimic native mobile APIs and an MVC architecture that feels right at home for application developers. So you get the power and richness of native apps and the convenience of standard web tools. About this Book Sencha Touch in Action is a complete guide for developers of native-quality mobile Sencha Touch applications. You'll explore real-world examples as you master this impressive framework from the ground up. The book shows you good practices for mobile web development, from widget implementation to the structure of MVC applications. The book requires basic JavaScript skills. It assumes no experience with Sencha Touch or Ext JS. What's Inside Covers Sencha Touch 2 Build on your existing web dev skills Create mobile web apps that feel like native apps Extend enterprise apps to mobile clients Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Jay Garcia is a popular speaker, Sencha community advocate, and author of Ext JS in Action. Anthony De Moss is a professional web and mobile developer. Mitchell Simoens is a Sencha developer supporting the Sencha Touch and Ext JS products. Table of Contents PART 1 INTRODUCTION TO SENCHA TOUCH Introducing Sencha Touch Using Sencha Touch for the first time Sencha Touch foundations PART 2 BUILDING MOBILE USER INTERFACES Mastering the building blocks Toolbars, buttons, and docked items Getting the user's attention Data stores and views Working with forms Maps and media PART 3 CONSTRUCTING AN APPLICATION Class system foundations Building Sencha Touch

applications In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express web framework
- Manage data persistence with Node.js and MongoDB
- Debug and test Node.js applications
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester
- Build powerful real-time solutions, from chat servers to Twitter clients
- Create JSON APIs using JavaScript on the server
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams
- Create and publish a Node.js module

Many companies, from startups to Fortune 500 companies alike, use Node.js to build performant backend services. And engineers love Node.js for its approachable API and familiar syntax. Backed by the world's largest package repository, Node's enterprise foothold is only expected to grow. In this hands-on guide, author Thomas Hunter II proves that Node.js is just as capable as traditional enterprise platforms for building services that are observable, scalable, and resilient. Intermediate to advanced Node.js developers will find themselves integrating application code with a breadth of tooling from each layer of a modern service stack. Learn why running redundant copies of the same Node.js service is necessary Know which protocol to choose, depending on the situation Fine-tune your application containers for use in production Track down errors in a distributed setting to determine which service is at fault Simplify app code and increase performance by offloading work to a reverse proxy Build dashboards to monitor service health and throughput Find out why so many different tools are required when operating in an enterprise environment Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have

some new skills to learn. About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 - PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications Summary Web Performance in Action is your companion guide to making websites faster. You'll learn techniques that speed the delivery of your site's assets to the user, increase rendering speed, decrease the overall footprint of your site, as well as how to build a workflow that automates common optimization techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Nifty features, hip design, and clever marketing are great, but your website will flop if visitors think it's slow. Network conditions can be unpredictable, and with today's sites being bigger than ever, you need to set yourself apart from the competition by focusing on speed. Achieving a high level of performance is a combination of front-end architecture choices, best practices, and some clever sleight-of-hand. This book will demystify all these topics for you. About the Book Web Performance in Action is your guide to making fast websites. Packed with "Aha!" moments and critical details, this book teaches you how to create performant websites the right way. You'll master optimal rendering techniques, tips for decreasing your site's footprint, and technologies like HTTP/2 that take your website's speed from merely adequate to seriously fast. Along the way, you'll learn how to create an automated workflow to accomplish common optimization tasks and speed up development in the process. What's Inside Foolproof performance-boosting techniques Optimizing images and fonts HTTP/2 and how it affects your optimization workflow About the Reader This book assumes that you're familiar with HTML, CSS, and JavaScript. Many examples make use of Git and Node.js. About the Author Jeremy Wagner is a professional front-end web developer with over ten years of experience. Foreword by Ethan Marcotte. Table of Contents Understanding web performance Using assessment tools Optimizing CSS Understanding critical CSS Making images responsive Going further with images Faster fonts Keeping JavaScript lean and fast Boosting performance with service workers Fine-tuning asset delivery Looking to the future with HTTP/2 Automating optimization with gulp Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron Summary React in Action introduces front-end developers to the React framework and related tools. This clearly written, example-rich book begins by introducing you to React, diving into some of the fundamental ideas in React, and working with components. In the second section, you'll explore the different ways that data works in React as well as learning more about components. You'll also find several useful appendixes covering related topics like React tooling and the React ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Facebook created React to help deliver amazing user experiences on a website with thousands of components and an incomprehensible amount of traffic. The same powerful tools are available to you too! The key is a clever design for managing state, data flow, and rendering, so your application is easy to think about and runs smoothly. Add an incredibly rich ecosystem of components and libraries, and you've got a recipe for building web apps that will delight both developers and users. About the Book React in Action teaches you to think like a pro about user interfaces and building them with React. This practical book gets you up and running quickly with hands-on examples in every chapter. You'll master core topics like rendering, lifecycle methods, JSX, data flow, forms, routing, integrating with third-party libraries, and testing. And the included application design ideas will help make your apps pop. As you learn to integrate React into full-stack applications, you'll explore state management with Redux and server-side rendering, and even dabble in React Native for mobile UIs. What's Inside React from the ground up Implementing a routing system with components Server-side rendering in Node.js Working with third-party libraries Testing React components About the Reader Written for developers familiar with HTML, CSS, and JavaScript. About the Author Mark Thomas is

an experienced software engineer who works daily with React, JavaScript, and Node.js. He loves clean code, beautiful systems, and good coffee.

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Summary
Get Programming with Node.js teaches you to build web servers using JavaScript and Node. In this engaging tutorial, you'll work through eight complete projects, from writing the code for your first web server to adding live chat to a web app. Your hands will stay on the keyboard as you explore the most important aspects of the Node development process, including security, database management, authenticating user accounts, and deploying to production. You'll especially appreciate the easy-to-follow discussions, illuminating diagrams, and carefully explained code!

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology
Node.js delivers the speed and reliability you need for ecommerce, social media, and gaming applications. It comes with thousands of prebuilt packages to help you get started immediately. If you want to use JavaScript on the server, Node.js is your choice.

What's inside
New features from ES2015 and later
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Creating data models
Debugging JavaScript modules

About the Reader
Written for front-end web developers with intermediate JavaScript skills.

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