Main.js

Ross Harrison

JavaScript T. J. Crowder, 2020-06-25 All of JavaScript's newest features, in depth, made easy to understand. JavaScript is a rapidly changing language and it can be challenging to keep up with all the new toys being added. JavaScript: The New Toys explores the newest features of the world's most popular programming language while also showing readers how to track what's coming next. After setting the stage by covering who manages the process of improving JavaScript, how new features get introduced, terminology, and a high-level overview of new features, it details each new or updated item in depth, with example uses, possible pitfalls, and expert recommendations for updating old habits in light of new features. JavaScript: The New Toys: Covers all the additions to JavaScript in ES2015-ES2020 plus a preview of what's coming next Explores the latest syntax: nullish coalescing, optional chaining, let and const, class syntax, private methods, private fields, new target, numeric separators, BigInt, destructuring, default parameters, arrow functions, async functions, await, generator functions, ... (rest and spread), template literals, binary and octal literals, ** (exponentiation), computed property/method names, for-of, for-await-of, shorthand properties, and others Details the new features and patterns including modules, promises, iteration, generators, Symbol, Proxy, reflection, typed arrays, Atomics, shared memory, WeakMap, WeakSet, and more Highlights common pitfalls and explains how to avoid them Shows how to follow the improvements process and even participate in the process yourself Explains how to use new features even before they're widely supported With its comprehensive coverage and friendly, accessible style, JavaScript: The New Toys provides an invaluable resource for programmers everywhere, whether they work in web development, Node.js, Electron, Windows Universal Apps, or another JavaScript environment.

Beginning Node.js Basarat Syed,2014-12-02 Beginning Node.js is your step-by-step guide to learning all the aspects of creating maintainable Node.js applications. You will see how Node.js is focused on creating high-performing, highly-scalable websites, and how easy it is to get started. Many front-end devs regularly work with HTML, CSS, PHP, even WordPress, but haven't yet got started with Node.js. This book explains everything for you from a beginner level, enabling you to start using Node.js in your projects right away. Using this book you will learn important Node.js concepts for server-side programming. You will begin with an easy-to-follow pure JavaScript primer, which you can skip if you're confident of your JS skills. You'll then delve into Node.js concepts such as streams and events, and the technology involved in building full-stack Node.js applications. You'll also learn how to test your Node.js code, and deploy your Node.js applications on the internet. Node.js is

a great and simple platform to work with. It is lightweight, easy to deploy and manage. You will see how using Node.js can be a fun and rewarding experience - start today with Beginning Node.js.

JavaScript Unlocked Dmitry Sheiko, 2015-12-07 Improve your code maintainability, performance, and security through practical expert insights and unlock the full potential of JavaScript About This Book Improve your JavaScript code for better maintainability and performance Discover how to implement scalable application architecture with JavaScript Learn to use JavaScript behind the browser, including its command-line tools, desktop apps, and native mobile apps Who This Book Is For JavaScript Unlocked is for those JS developers who want to see just how far they can push their favourite language through practical insight and techniques. What You Will Learn Make your code readable and expressive by using simple syntax of JavaScript Grasp existing JavaScript collections such as arrays and array-like objects Develop abstract data types in most effective way to extend JavaScript into a more flexible and powerful programming language Examine the pros and cons of JavaScript by implementing real-time code examples Flourish real-time mini-projects by using JavaScript on server side to develop desktop as well as mobile applications Work on parallel tasks with asynchronous JavaScript Improve code maintainability and readability and boost apps performance through JavaScript In Detail JavaScript stands bestride the world like a colossus. Having conquered web development, it now advances into new areas such as server scripting, desktop and mobile development, game scripting, and more. One of the most essential languages for any modern developer, the fullyengaged JavaScript programmer need to know the tricks, non-documented features, quirks, and best practices of this powerful, adaptive language. This all-practical guide is stuffed with code recipes and keys to help you unlock the full potential of JavaScript. Start by diving right into the core of JavaScript, with power user techniques for getting better maintainability and performance from the basic building blocks of your code. Get to grips with modular programming to bring real power to the browser, master client-side JavaScript scripting without jQuery or other frameworks, and discover the full potential of asynchronous coding. Do great things with HTML5 APIs, including building your first web component, tackle the essential requirements of writing large-scale applications, and optimize JavaScript's performance behind the browser. Wrap up with in-depth advice and best practice for debugging and keeping your JavaScript maintainable for scaling, longterm projects. With every task demonstrated in both classic ES5 JavaScript and next generation ES6-7 versions of the language, Whether read cover-to-cover or dipped into for specific keys and recipes, JavaScript Unlocked is your essential guide for pushing JavaScript to its limits. Style and approach This practice-oriented cookbook is packed full of code examples put in the form: problem, classical solution, and methods to optimize webpage in both JavaScript ES5 and ES6 language editions. But this thorough guide is best-suited to those who like to "learn by doing" as the topics are covered using real-life examples and tutorials.

NODE.JS NARAYAN CHANGDER,2024-05-16 THE NODE.JS MCQ (MULTIPLE CHOICE QUESTIONS) SERVES AS A

VALUABLE RESOURCE FOR INDIVIDUALS AIMING TO DEEPEN THEIR UNDERSTANDING OF VARIOUS COMPETITIVE EXAMS, CLASS TESTS, QUIZ COMPETITIONS, AND SIMILAR ASSESSMENTS. WITH ITS EXTENSIVE COLLECTION OF MCQS, THIS BOOK EMPOWERS YOU TO ASSESS YOUR GRASP OF THE SUBJECT MATTER AND YOUR PROFICIENCY LEVEL. BY ENGAGING WITH THESE MULTIPLE-CHOICE QUESTIONS, YOU CAN IMPROVE YOUR KNOWLEDGE OF THE SUBJECT, IDENTIFY AREAS FOR IMPROVEMENT, AND LAY A SOLID FOUNDATION. DIVE INTO THE NODE.JS MCQ TO EXPAND YOUR NODE.JS KNOWLEDGE AND EXCEL IN QUIZ COMPETITIONS, ACADEMIC STUDIES, OR PROFESSIONAL ENDEAVORS. THE ANSWERS TO THE QUESTIONS ARE PROVIDED AT THE END OF EACH PAGE, MAKING IT EASY FOR PARTICIPANTS TO VERIFY THEIR ANSWERS AND PREPARE EFFECTIVELY.

Testing JavaScript Applications Lucas Fernandes da Costa, 2021-03-16 Testing JavaScript Applications teaches you how to implement an automated testing plan for JavaScript-based web applications. Summary Automated testing will help you write high-quality software in less time, with more confidence, fewer bugs, and without constant manual oversight. Testing JavaScript Applications is a guide to building a comprehensive and reliable JS application testing suite, covering both how to write tests and how IS testing tools work under the hood. You'll learn from Lucas de Costa, a core contributor to popular JS testing libraries, as he shares a quality mindset for making testing decisions that deliver a real contribution to your business. You'll benefit from informative explanations and diagrams, easily-transferable code samples, and useful tips on using the latest and most consolidated libraries and frameworks of the JavaScript ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Automated testing is essential to delivering good JavaScript applications every time. A complete testing strategy needs to cover functions in isolation, integration between different parts of your code, and correctness from the end user's perspective. This book will teach you how to deliver reliable software quickly and confidently. About the book Testing JavaScript Applications teaches you how to implement an automated testing plan for JavaScript-based web applications. It describes practical testing strategies, covers useful tools and libraries, and explains how to foster a culture of quality. In this clearly-written, examplerich book, you'll explore approaches for both backend and frontend applications and learn how to validate your software much more quickly and reliably. What's inside Unit, end-to-end, and integration testing Managing test cost and complexity Practicing test-driven development Dealing with external dependencies Tools like like Jest and Cypress About the reader For junior JavaScript developers. About the author Lucas da Costa is a core maintainer of Chai and Sinon. JS, two of the most popular testing tools in the JavaScript ecosystem, and contributed to numerous other open-source projects, including Jest. Table of Contents PART 1 - TESTING JAVASCRIPT APPLICATIONS 1 An introduction to automated testing 2 What to test and when? Part 2 - WRITING TESTS 3 Testing techniques 4 Testing backend applications 5 Advanced backend testing techniques 6 Testing frontend applications 7 The React testing ecosystem 8 Testing React applications 9 Test-driven development 10 UI-

based end-to-end testing 11 Writing UI-based end-to-end tests PART 3 - BUSINESS IMPACT 12 Continuous integration and continuous delivery 13 A culture of quality

ECMAScript Cookbook Ross Harrison,2018-03-30 The recent releases of ECMAScript have transformed JavaScript by introducing new collections types, functional APIs, OOP, and other syntactic updates. ECMAScript is a specification that JavaScript, TypeScript and many others implement. Learning to write beautiful, efficient and modular code across all these languages requires good ...

JavaScript Frameworks for Modern Web Dev Tim Ambler, Nicholas Cloud, 2015-10-13 JavaScript Frameworks for Modern Web Dev is your guide to the wild, vast, and untamed frontier that is JavaScript development. The JavaScript tooling landscape has grown and matured drastically in the past several years. This book will serve as an introduction to both new and well established libraries, frameworks, and utilities that have gained popular traction and support from seasoned developers. It covers tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Dev focuses on incredibly u seful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. The libraries and frameworks covered include Bower, Grunt, Yeoman, PM2, RequireJS, Browserify, Knockout, AngularJS, Kraken, Mach, Mongoose, Knex, Bookshelf, Faye, Q, Async.js, Underscore, and Lodash. Written from first-hand experience, you will benefit from the glorious victories and innumerable failures of two experienced professionals, gain quick insight into hurdles that aren't always explicitly mentioned in API documentation or Readmes, and quickly learn how to use JavaScript frameworks and libraries like a Pro. Enrich your development skills with JavaScript Frameworks for Modern Web Dev today.

ArcGIS Web Development Rene Rubalcava, 2014-11-11 Summary ArcGIS Web Development is an example-rich tutorial designed to teach developers to use the ArcGIS JavaScript API to build custom GIS web applications. About the Technology Now you can unshackle your GIS application from a workstation! Using the ArcGIS JavaScript API, developers can build mobile and web-based maps and applications driven by ArcGIS data and functionality. Experienced ArcGIS developers will find that the familiar development environment provides a smooth transition to the web. Web developers new to GIS will be pleased by how easily they can apply their existing skills to GIS applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book ArcGIS Web Development is an example-rich guide that teaches you to use the ArcGIS JavaScript API to build custom GIS web applications. The book begins with easy-to-follow examples that introduce readers to the ArcGIS JavaScript API and show how you can apply simple customizations. As the book progresses, you'll explore a full-scale, web-mapping application. By the end you will be able to build web apps that

have features you'd ordinarily expect to find only in dedicated GIS applications. Written for web developers familiar with JavaScript and basic GIS concepts. Experience with ArcGIS is helpful, but not necessary. What's Inside Build web-based GIS applications Customize the ArcGIS Javascript API tools Bring ArcGIS data to the web Create secure logins for mobile app users About the Author Rene Rubalcava is the cofounder of SmartGeoTech, Inc., a GIS development company specializing in Esri technologies. Table of Contents PART 1 ARCGIS JAVASCRIPT FOUNDATION GIS as a tool Introducing core API concepts Working with the REST API PART 2 SAMPLE USE CASE Building an application Developing a custom data-collection application Building a desktop browser application Advanced techniques APPENDICES Setting up your environment Dojo basics Configuring a proxy

Kotlin Blueprints Ashish Belagali, Hardik Trivedi, Akshay Chordiya, 2017-12-08 Get to know the building blocks of Kotlin and best practices when using quality world-class applications About This Book Learn to build exciting and scalable Android and web applications (both the server-side and client-side parts) with your Kotlin skills Dive into the great ecosystem of Kotlin frameworks and libraries through projects that you'll build using this book This project-based guide contains clear instructions to help you extend your applications across a wide domain Who This Book Is For This practical guide is for programmers who are already familiar with Kotlin. If you are familiar with Kotlin and want to put your knowledge to work, then this is the book for you. Kotlin programming knowledge is a must. What You Will Learn See how Kotlin's power and versatility make it a great choice to create applications across various platforms, and how it delivers business and technology benefits Write a robust web applications using Kotlin with Spring Boot Write Android applications with ease using Kotlin Write rich desktop applications in Kotlin Learn how Kotlin can generate Javascript and how this can be used on client side and server side development Understand how native applications can be written with Kotlin/Native Learn the practical aspects of programming in each of the applications In Detail Kotlin is a powerful language that has applications in a wide variety of fields. It is a concise, safe, interoperable, and tool-friendly language. The Android team has also announced firstclass support for Kotlin, which is an added boost to the language. Kotlin's growth is fueled through carefully designed business and technology benefits. The collection of projects demonstrates the versatility of the language and enables you to build standalone applications on your own. You'll build comprehensive applications using the various features of Kotlin. Scale, performance, and high availability lie at the heart of the projects, and the lessons learned throughout this book. You'll learn how to build a social media aggregator app that will help you efficiently track various feeds, develop a geospatial webservice with Kotlin and Spring Boot, build responsive web applications with Kotlin, build a REST API for a news feed reader, and build a server-side chat application with Kotlin. It also covers the various libraries and frameworks used in the projects. Through the course of building applications, you'll not only get to grips with the various features of Kotlin, but you'll also discover how to design and prototype professional-grade applications. Style and approach Each chapter is independent

and focuses on a unique technology, where Kotlin is used to build an example application. Together the chapters cover a full spectrum.

JavaScript: Novice to Ninja Darren Jones, 2017-09-20 JavaScript is a must-have skill for all web developers. JavaScript: Novice to Ninja is a fun, practical, and comprehensive guide to the modern usage of this deceptively powerful language. Comprehensively updated to cover ECMAScript 6 and modern JavaScript development, the second edition of this step-by-step introduction to coding in JavaScript will show you how to to solve real-world problems, design eye-catching animations, build smarter forms, and develop richer applications. Learn the basics of JavaScript programming: functions, methods, properties, loops and logic Use events to track user interactions Build smarter web forms that improve the user experience Work with the document object model (DOM) and Ajax to dynamicall update your pages Add functionality to your apps using HTML5's powerful APIs Use Test Driven Development methodology to write more robust code Build a complete, working JavaScript quiz app from scratch

JavaScript Frameworks for Modern Web Development Sufyan bin Uzayr, Nicholas Cloud, Tim Ambler, 2019-10-31 Enrich your software design skills and take a guided tour of the wild, vast, and untamed frontier that is JavaScript development. Especially useful for frontend developers, this revision includes specific chapters on React and VueJS, as well as an updated one on Angular. To help you get the most of your new skills, each chapter also has a further reading section. This book will serve as an introduction to both new and well established libraries and frameworks, such as Angular, VueJS, React, Grunt, Yeoman, Require JS, Browserify, Knockout, Kraken, Async. is, Underscore, and Lodash. It also covers utilities that have gained popular traction and support from seasoned developers and tools applicable to the entire development stack, both client- and server-side. While no single book can possibly cover every JavaScript library of value, JavaScript Frameworks for Modern Web Development focuses on incredibly useful libraries and frameworks that production software uses. You will be treated to detailed analyses and sample code for tools that manage dependencies, structure code in a modular fashion, automate repetitive build tasks, create specialized servers, structure client side applications, facilitate horizontal scaling, and interacting with disparate data stores. What You'll LearnWork with a variety of JavaScript frameworks, such as Angular, Vue, React, RequireJS, Knockout, and more Choose the right framework for different types of projects Employ the appropriate libraries and tools in your projects Discover useful JavaScript development tools such as Grunt, Yeoman, Lodash, etc. Who This Book Is For Web developers of all levels of ability; particularly relevant for front-end developers, server-side coders, and developers interested in learning JavaScript.

<u>JavaScript</u> Rheinwerk Publishing, Inc,Philip Ackermann,2024-09-18 Master JavaScript with this comprehensive guide covering everything from basics to advanced programming topics like asynchronous programming, Node.js, and server-side development. Key Features Complete coverage of JavaScript from basics to advanced features Hands-on web development

and server-side programming with Node.js Specific focus on practical examples and asynchronous programming Book DescriptionThis book provides a comprehensive introduction to JavaScript and web development, starting with the basics of programming and progressing through advanced topics. The initial chapters introduce JavaScript, exploring its history, its relationship with HTML and CSS, and how to integrate it into web pages. Readers will learn to create and manipulate variables, data types, and operators while controlling the flow of programs using loops and functions. As the book advances, it covers more complex concepts like working with objects, arrays, and strings, and introduces modern web APIs, such as Ajax, Fetch API, and browser storage methods. Additional chapters focus on object-oriented and functional programming, emphasizing JavaScript's versatile capabilities. Later sections explore asynchronous programming, server-based applications with Node.js, and creating mobile and desktop applications using frameworks like React Native and Electron. There is also a focus on controlling microcontrollers using JavaScript, automating tasks with Grunt and Gulp, and managing source code through Git, providing a full-stack development approach with JavaScript at its core. What you will learn Understand JavaScript basics Build dynamic web pages Use asynchronous programming Master object-oriented programming Develop server-side applications Create mobile and desktop apps Who this book is for This book is ideal for aspiring web developers, software engineers, and professionals looking to deepen their JavaScript knowledge. Basic programming knowledge is helpful, but the guide is also suitable for beginners eager to learn JavaScript and its practical applications.

TypeScript Quickly Anton Moiseev, Yakov Fain, 2020-02-10 Summary TypeScript is JavaScript with an important upgrade! By adding a strong type system to JavaScript, TypeScript can help you eliminate entire categories of runtime errors. In TypeScript Quickly, you'll learn to build rock-solid apps through practical examples and hands-on projects under the expert instruction of experienced web developers Yakov Fain and Anton Moiseev. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Strong typing can eliminate nearly all errors caused by unanticipated data values. With TypeScript, an enhanced version of JavaScript, you can specify types and type annotations so your code is easier to read and far less likely to fail at runtime. And because the core of TypeScript is standard JavaScript, it runs on all major browsers and can be used with frameworks like Angular, Vue, and React. About the book TypeScript Quickly teaches you to exploit the benefits of types in browser-based and standalone applications. In this practical guide, you'll build a fascinating blockchain service app that takes you through a range of type-sensitive programming techniques. As you go, you'll also pick up valuable techniques for object-oriented programming with classes, interfaces, and advanced features such as decorators and conditional types. What's inside Mastering TypeScript syntax Using TypeScript with JavaScript libraries Tooling with Babel and Webpack Developing TypeScript apps using Angular, React, and Vue About the reader For web developers comfortable with JavaScript and HTML. About the author Yakov Fain and Anton Moiseev are experienced web developers. They have authored two editions of Manning's Angular Development with

TypeScript. Table of Contents: PART 1 MASTERING THE TYPESCRIPT SYNTAX 1 | Getting familiar with TypeScript 2 | Basic and custom types 3 | Object-oriented programming with classes and interfaces 4 | Using enums and generics 5 | Decorators and advanced types 6 | Tooling 7 | Using TypeScript and JavaScript in the same project PART 2 APPLYING TYPESCRIPT IN A BLOCKCHAIN APP 8 | Developing your own blockchain app 9 | Developing a browser-based blockchain node 10 | Client-server communications using Node.js, TypeScript, and WebSockets 11 | Developing Angular apps with TypeScript 12 | Developing the blockchain client in Angular 13 | Developing React.js apps with TypeScript 14 | Developing a blockchain client in Vue.js

Connecting Arduino to the Web Indira Knight, 2018-06-13 Create physical interfaces that interact with the Internet and web pages. With Arduino and JavaScript you can create interactive physical displays and connected devices that send data to or receive data from the web. You'll take advantage of the processes needed to set up electronic components, collect data, and create web pages able to interact with electronic components. Through exercises, projects, and explanations, this book will give you the core front end web development and electronics skills needed to create connected physical interfaces and build compelling visualizations with a range of JavaScript libraries. By the end of the book you will have developed fully working interactive prototypes capable of sending data to and receiving data from a physical interface. Most importantly, Connecting Arduino to the Web will give you a taste of what is possible and the knowledge to create your own connected physical interfaces and bring the web into your electronics projects. What You'll Learn Build an Internet of Things dashboard that updates with electronics attached to an Arduino Use components to interact with online 3D displays Create web pages with HTML and CSS Set up a Node.js server Use WebSockets to process live data Interact with scalable vector graphics (SVG) Who This Book Is For Technologists, developers, and enthusiasts looking to extend their skills, be able to develop physical prototypes with connected devices, and with an interest in getting started with IoT. Also, those excited by the possibilities of connecting the physical and the web.

Node.js By Example Krasimir Tsonev,2015-05-25 If you are a JavaScript developer with no experience with Node.js or server-side web development, this book is for you. It will lead you through creating a fairly complex social network. You will learn how to work with a database and create real-time communication channels.

Building Isomorphic JavaScript Apps Jason Strimpel, Maxime Najim, 2016-09-12 Isomorphic JavaScript, often described as the holy grail of web application development, refers to running JavaScript code on both the browser client and web application server. This application architecture has become increasingly popular for the benefits of SEO, optimized page load and full control of the UI, and isomorphic libraries are being used at companies like Walmart, Airbnb, Facebook, and Netflix. With this practical book, authors Jason Strimpel and Maxime Najim provide the knowledge you need to build and maintain your own isomorphic JavaScript apps. This book includes: Part 1 identifies different classifications of isomorphic

JavaScript apps, and shows you how to set up a development environment Part 2 takes you from theory to practice by showing you how to build out your own isomorphic app Part 3 takes you through existing solutions in the market today, providing you with the knowledge you need to bring isomorphic solutions into your development workflow

HTML5 Game Development Insights Colt McAnlis,Peter Lubbers,Brandon Jones,Andrzej Mazur,Sean Bennett,Bruno Garcia,Shun Lin,Ivan Popelyshev,Jon Howard,Ian Ballantyne,Takuo Kihira,Jesse Freeman,Tyler Smith,Don Olmstead,Jason Gauci,John McCutchan,Chad Austin,Mario Andres Pagella,Florian dErfurth,Duncan Tebbs,2014-04-19 HTML5 Game Development Insights is a from-the-trenches collection of tips, tricks, hacks, and advice straight from professional HTML5 game developers. The 24 chapters here include unique, cutting edge, and essential techniques for creating and optimizing modern HTML5 games. You will learn things such as using the Gamepad API, real-time networking, getting 60fps full screen HTML5 games on mobile, using languages such as Dart and TypeScript, and tips for streamlining and automating your workflow. Game development is a complex topic, but you don't need to reinvent the wheel. HTML5 Game Development Insights will teach you how the pros do it. The book is comprised of six main sections: Performance; Game Media: Sound and Rendering; Networking, Load Times, and Assets; Mobile Techniques and Advice; Cross-Language JavaScript; Tools and Useful Libraries. Within each of these sections, you will find tips that will help you work faster and more efficiently and achieve better results. Presented as a series of short chapters from various professionals in the HTML5 gaming industry, all of the source code for each article is included and can be used by advanced programmers immediately.

Spring Boot in Practice Somnath Musib,2022-08-30 Go beyond the basics with Spring Boot! This practical guide presents dozens of relevant scenarios in a convenient problem-solution-discussion format. In Spring Boot in Practice you will learn: Spring Boot's features from an expert's perspective Configuring, logging, and monitoring Spring Boot applications Effective methods for database communication Utilizing Spring Security and securing your Spring application in production Designing and developing microservices and RESTful APIs with Spring Boot Microservice versioning, documentation, and security Reactive application development and reactive data access with WebSocket and RSocket Deploying Spring Boot applications on Kubernetes and major cloud platforms Implementing containerization in a Spring Boot application Using Spring Boot with Kotlin and GraalVM Spring Boot in Practice is full of practical recipes for common development problems in Spring Boot. Author Somnath Musib has spent years building applications with Spring, and he shares that extensive experience in this focused guide. You'll master techniques for using Spring Data, Spring Security, and other Spring-centric solutions. Learn how to work with Spring Boot and Kotlin, handling connections for multiple platforms, and how Spring Boot can simplify building microservices and APIs. Each recipe is built around a real-world problem, complete with a full solution and thoughtful discussion. About the technology With Spring Boot, it's a snap to create standalone Spring applications that require minimal manual setup. Spring Boot directly embeds a server like Tomcat or Jetty into your project and preconfigures

core Spring settings, third-party libraries, security, and other key elements. It's a big framework, with lots of powerful features. This book provides a rich collection of techniques to help you get the most out of Spring Boot. About the book Spring Boot in Practice is a cookbook-style guide to Spring application development. Following a convenient Problem-Solution-Discussion format, it takes you technique-by-technique through Spring Boot fundamentals. You'll dive deep into auto-configuration, security, microservices, and more. Along the way, you'll also discover numerous advanced and hidden features. All the book's source code is open source, so you can integrate the detailed samples into your own projects. What's inside Instantly useful techniques with reusable source code Configuring, logging, and monitoring Spring Boot applications Effective methods for database communication Securing Spring applications in production Microservices and RESTful APIs About the reader For Spring Boot beginners with some Spring experience. About the author Somnath Musib has over a decade of development experience, and has been actively working with Spring Boot since 2015. Table of Contents PART 1 1 Booting Spring Boot PART 2 2 Common Spring Boot tasks 3 Database access with Spring Data 4 Spring Boot:

Autoconfiguration and Actuator 5 Securing Spring Boot applications 6 Implementing additional security with Spring Security 7 Developing RESTful Web services with Spring Boot vith Kotlin, Native Image, and GraphQL

JavaScript Design Patterns Hugo Di Francesco, 2024-03-15 Step into the world of design patterns through modern JavaScript paradigms to supercharge your applications on the web and beyond Key Features Explore various JavaScript design patterns, delving deep into their intricacies, benefits, and best practices Understand the decision-making process guiding the selection of specific design patterns Build a solid foundation to learn advanced topics in JavaScript and web performance Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionUnlock the potential of JavaScript design patterns, the foundation for development teams seeking structured and reusable solutions to common software development challenges in this guide to improving code maintainability, scalability, and performance. Discover how these patterns equip businesses with cleaner and more maintainable code, promote team collaboration, reduce errors, and save time and costs. This book provides a comprehensive view of design patterns in modern (ES6+) JavaScript with realworld examples of their deployment in professional settings. You'll start by learning how to use creational, structural, and behavioral design patterns in idiomatic JavaScript, and then shift focus to the architecture and UI patterns. Here, you'll learn how to apply patterns for libraries such as React and extend them further to general web frontend and micro frontend approaches. The last section of the book introduces and illustrates sets of performance and security patterns, including messaging and events, asset and JavaScript loading strategies, and asynchronous programming performance patterns. Throughout the book, examples featuring React and Next.js, in addition to JavaScript and Web API examples, will help you choose and implement proven design patterns across diverse web ecosystems, transforming the way you approach

development. What you will learn Find out how patterns are classified into creational, structural, and behavioral Implement the right set of patterns for different business scenarios Explore diverse frontend architectures and different rendering approaches Identify and address common asynchronous programming performance pitfalls Leverage event-driven programming in the browser to deliver fast and secure applications Boost application performance using asset loading strategies and offloading JavaScript execution Who this book is for This book is for developers and software architects who want to leverage JavaScript and the web platform for enhanced productivity, superior software quality, and optimized application performance. Prior experience with JavaScript and web development is assumed. Some of the more advanced topics in the book will be of interest to developers with intermediate experience in building for the web with JavaScript.

<u>Practical JavaScript, DOM Scripting and Ajax Projects</u> Frank Zammetti,2007-09-08 This learn by example book offers 10 complete JavaScript projects that will save web developers countless hours of development time. These projects can serve as samples to learn from and/or be adapted for use in other projects. The 10 projects all address common needs in modern web applications, including a utility library, a validation framework, a GUI widget framework, a dynamic event calendar application, a drag and drop shopping cart, and more! Coverage details JavaScript best practices, Ajax techniques, and some of the most popular JavaScript libraries, such as Prototype, Script.aculo.us, and the Yahoo YUI library.

Unveiling the Energy of Verbal Art: An Psychological Sojourn through Main.js

In a world inundated with screens and the cacophony of quick interaction, the profound power and psychological resonance of verbal beauty often disappear into obscurity, eclipsed by the continuous barrage of noise and distractions. However, situated within the lyrical pages of **Main.js**, a fascinating function of literary beauty that pulses with organic thoughts, lies an memorable journey waiting to be embarked upon. Written with a virtuoso wordsmith, this enchanting opus courses readers on a psychological odyssey, delicately exposing the latent potential and profound impact embedded within the delicate internet of language. Within the heart-wrenching expanse with this evocative examination, we will embark upon an introspective exploration of the book is main themes, dissect their captivating publishing style, and immerse ourselves in the indelible impression it leaves upon the depths of readers souls.

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