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# Head First Javascript Programming

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JavaScript for Absolute Beginners  
Head First Java  
Head First JavaScript Programming  
Head First PHP & MySQL  
Fair Play  
Head First HTML5 Programming  
A Smarter Way to Learn JavaScript  
JavaScript for Impatient Programmers  
Head First JavaScript  
Head First Mobile Web  
Head First Ajax  
Head First JavaScript  
Head First Python  
Head First C#  
Head First HTML with CSS & XHTML  
Head First Servlets and JSP  
JavaScript: The Missing Manual  
Head First JavaScript Programming  
Game Programming Patterns  
Head First JavaScript Programming  
Head First JQuery  
Eloquent JavaScript, 3rd Edition  
JavaScript: The Good Parts  
JavaScript Crash Course  
Head First Object-Oriented Analysis and Design  
Head First HTML and CSS  
Head Rush Ajax  
Head First Kotlin  
Eloquent JavaScript, 3rd Edition  
Head First C  
Professional JavaScript for Web Developers  
Head First Android Development  
Head First Learn to Code  
Head First Design Patterns  
Head First Go  
JavaScript: The Definitive Guide  
Head First Programming  
The Book of R  
JavaScript & jQuery: The Missing Manual  
Pro JavaScript Design Patterns

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*JavaScript for Absolute Beginners*

"O'Reilly Media, Inc."

"Head First HTML5" introduces key features including improved text elements, audio and video tags, geolocation, and the Canvas drawing surface. Concrete examples and exercises are applied to reinforce these concepts.

*Head First Java* "O'Reilly Media, Inc."

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

*Head First JavaScript Programming*

"O'Reilly Media, Inc."

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation

*Head First PHP & MySQL* "O'Reilly Media, Inc."

A fast-paced, thorough programming introduction that will have you writing your own software and web applications in no time. Like Python Crash Course, this hands-on guide is a must-have for anyone who wants to learn how to code from the ground up—this time using the popular JavaScript programming language. Learn JavaScript—Fast! JavaScript Crash Course is a fun-filled, fast-paced introduction to programming with JavaScript. Dive right in and you'll be writing code, solving problems, and building working web applications and games in no time. You'll start by learning fundamental programming concepts, such as variables, arrays, objects,

functions, conditionals, loops, classes, and more. Aided by engaging examples and hands-on exercises, you'll build on this foundation and combine JavaScript with HTML and CSS to create interactive web applications that you can run right away. Then you'll put your new skills into play with three substantial projects: a Pong-style game with a virtual opponent, an app that generates electronic music, and a platform for visualizing data fetched from an API. Along the way, you'll learn how to:

- Update web pages in real time by manipulating the Document Object Model
- Trigger functions in response to events like key presses and mouse clicks
- Generate graphics and animations with JavaScript and HTML's Canvas element
- Visualize data with the D3.js library and scalable vector graphics (SVG)
- Make electronic music with Tone.js and the Web Audio API

If you've been thinking about digging into programming, JavaScript Crash Course will get you writing real programs fast. Why wait any longer? Jump on your magic carpet and ride!

*Fair Play* John Wiley & Sons

A learner's guide to creating standards-based Web pages.

*Head First HTML5 Programming* No

Starch Press

Provides information on using Ajax in building Web applications.

*A Smarter Way to Learn JavaScript* No

Starch Press

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.

### **JavaScript for Impatient**

**Programmers** O'Reilly Media

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the <code>c:out</code> tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. *Head First Servlets and JSP* doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience. *Head First JavaScript* "O'Reilly Media, Inc."

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers

JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

### **Head First Mobile Web** Apress

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

information, communicate with the browser window, respond to events like mouse clicks and form submissions, and identify and modify HTML. Get real-world examples of JavaScript in action. Learn to build pop-up navigation bars, enhance HTML tables, create an interactive photo gallery, and make web forms more usable. Create interesting user interfaces with tabbed panels, accordion panels, and pop-up dialog boxes. Learn to avoid the ten most common errors new programmers make, and how to find and fix bugs. Use JavaScript with Ajax to communicate with a server so that your web pages can receive information without having to reload.

*Head First Ajax* "O'Reilly Media, Inc."

With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

**Head First JavaScript** "O'Reilly Media, Inc."

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

*Head First Python* "O'Reilly Media, Inc."

What will you learn from this book? The new edition of this brain-friendly guide takes you through a comprehensive journey into modern JavaScript, covering everything from core language fundamentals to today's cutting-edge features. You'll dive into the nuances of JavaScript types and the unparalleled flexibility of its functions. You'll also learn how to expertly navigate classes

and objects, and finally understand closures. But that's just the beginning. You'll also get hands-on with the browser's document object model (DOM), engaging with JavaScript in exciting ways. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript as never before. And you'll write real code, lots of it, so you can start building your own applications. What's so special about this book? If you've read a Head First book, you know what to expect: a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn JavaScript through a multisensory experience that engages your mind—rather than a text-heavy approach that puts you to sleep.

*Head First C#* "O'Reilly Media, Inc."

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. *Head First JavaScript* is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With *Head First JavaScript*, you learn: The basics of programming, from variables to types to looping. How the web browser runs your code, and how you can talk to the browser with your code. Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code. How to use the Document Object Model to change your web pages without making your users click buttons. If you've ever

read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

### **Head First HTML with CSS & XHTML**

"O'Reilly Media, Inc."

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops,

expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

### **Head First Servlets and JSP**

"O'Reilly Media, Inc."

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First

JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

### **JavaScript: The Missing Manual**

"O'Reilly Media, Inc."

Tired of reading HTML books that only make sense after you're an expert? Then it's about time you picked up Head First HTML and really learned HTML. You want to learn HTML so you can finally create those web pages you've always wanted, so you can communicate more effectively with friends, family, fans, and fanatic customers. You also want to do it right so you can actually maintain and expand your web pages over time so they work in all browsers and mobile devices. Oh, and if you've never heard of CSS, that's okay--we won't tell anyone you're still partying like it's 1999--but if you're going to create web pages in the 21st century then you'll want to know and understand CSS. Learn the real secrets of creating web pages, and why everything your boss told you about HTML tables is probably wrong (and what to do instead). Most importantly, hold your own with your co-worker (and impress cocktail party guests) when he casually mentions how his HTML is now strict, and his CSS is in an external style sheet. With Head First HTML, you'll avoid the embarrassment of thinking web-safe colors still matter, and the foolishness of slipping a font tag into your pages. Best of all, you'll learn HTML and CSS in a way that won't put you to sleep. If you've read a Head First book, you know what to expect: a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, this book will load HTML

and CSS into your brain in a way that sticks. So what are you waiting for? Leave those other dusty books behind and come join us in Webville. Your tour is about to begin.

*Head First JavaScript Programming*  
"O'Reilly Media, Inc."

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

*Game Programming Patterns* "O'Reilly Media, Inc."

Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques.

[Head First JavaScript Programming](#)  
"O'Reilly Media, Inc."

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more

computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures,

storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

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