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HTML5 "O'Reilly Media, Inc."

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

Programming 3D Applications with HTML5 and WebGL "O'Reilly Media, Inc."

HTML5 is not just a replacement for plugins. It also makes the Web a first-class development environment by giving JavaScript programmers a solid foundation for building industrial-strength applications. This practical guide takes you beyond simple site creation and shows you how to build self-contained HTML5 applications that can run on mobile devices and compete with desktop apps. You'll learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing.

Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike. Store session data in the browser with local storage objects Save trips to the server: store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline—and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms, multimedia, graphics, and geolocation "HTML5 is all the rage these days, but it's more than just a buzzword. Programming HTML5 Applications provides the knowledge to guide you through all the new technologies needed to make modern web applications." --Ralph Whitbeck, cohost of The Official jQuery Podcast [HTML and CSS](#) "O'Reilly Media, Inc."

Provides information on building interactive Web applications using Ajax. **Murach's HTML5 and CSS3 (4th Edition)** O'Reilly Media, Inc. Presents information on creating Web pages using

HTML and CSS.

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

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Examines new web development advancements including new technologies and changes to the standards

Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

HTML5 Programming for ASP.NET

Developers "O'Reilly Media, Inc."

What's so special about design patterns? At any given moment, someone struggles with the same software design problems you have. And, chances are, someone else has already solved your problem. This edition of Head First Design Patterns—now updated for Java 8—shows you the tried-and-true, road-tested patterns used by developers to create functional, elegant, reusable, and flexible software. By the time you finish this book, you'll be able to take advantage of the best design practices and experiences of those who have fought the beast of software design and triumphed. What's so

special about this book? We think your time is too valuable to spend struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Design Patterns uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Head First HTML with CSS & XHTML John Wiley & Sons

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

affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization
Responsive Web Design with HTML5 and CSS3 "O'Reilly Media, Inc."

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's

the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java

language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. 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. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you. [Head First Web Design](#) "O'Reilly Media, Inc." A full-color introduction to the basics of HTML and CSS! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new

audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone--hobbyists, students, and professionals--and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery,

9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443. [HTML5 and CSS3 All-in-One For Dummies](#) Mike Murach and Associates, Incorporated Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwidth and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

Programming JavaScript Applications

"O'Reilly Media, Inc." HTML5 is the longest HTML specification ever written. It is also the most powerful, and in some ways, the most confusing. What do accessible, content-focused standards-based web designers and front-end developers need to know? And how can we harness the power of HTML5 in today's browsers?

Head First PHP & MySQL

"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.

[Pro HTML5 Programming](#) Apress

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.

[HTML5 Web Application Development by Example Beginner's Guide](#) "O'Reilly Media, Inc."

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

[HTML5 for Web Designers](#) Packt Publishing Ltd Looks at ways to create an attractive and user-friendly Web site, covering such topics as customer requirements, storyboards, HTML, and CSS.

[Head First JavaScript Programming](#) "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.

[Web Programming with HTML5, CSS, and JavaScript](#) Urdu-Books

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 HTML5 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 JavaScript

"O'Reilly Media, Inc."

What will you learn from this book? Now in its second edition, this brain-friendly guide is your comprehensive journey into modern JavaScript, covering everything from the core language fundamentals to cutting-edge features that define JavaScript today. You'll dive into the nuances of JavaScript types and the unparalleled flexibility of its functions. You'll learn how to expertly navigate classes and objects, and you'll 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 ways you've only imagined. You won't just be reading--you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript. And you'll write real code, lots of it, so you can start building your own web 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 Design Patterns** John Wiley & Sons
Web Programming with HTML5, CSS, and JavaScript is written for

the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

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