

Data Push Apps With Html5 Sse Pragmatic Solutions For Real World Clients

Fully updated! Prepare for Microsoft Exam 70-481 - and help demonstrate your real-world mastery of Windows Store app development using HTML5 and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCS D level. Focus on the expertise measured by these objectives: Design Windows Store apps Develop Windows Store apps Create the user interface Program user interaction Manage security and data This Microsoft Exam Ref: Is fully updated for Windows 8.1 and Visual Studio 2013 Organizes its coverage by objectives for Exam 70-481 Features strategic, what-if scenarios to challenge you Requires a minimum of two to five years of experience developing HTML, CSS, and JavaScript applications, including one or more years developing applications that conform to the Windows Store app guidelines Write Windows 8 Metro apps capable of running on one billion devices -- and do it with familiar HTML5 and JavaScript technologies! Sams Teach Yourself Windows 8 Metro Apps with JavaScript and HTML5 in 24 Hours is the fastest way for web and Windows developers to profit from the massive new Windows 8/Metro opportunity. Microsoft MVP Chad Carter teaches every facet of HTML5/JavaScript Metro development simply and clearly, through 24 concise, hands-on lessons focused on knowledge you can apply immediately. Each lesson builds on what's come before, helping you get practical results fast! You'll learn how HTML5, JavaScript, and CSS3 fit into Metro development... how to quickly master Metro design and start using Microsoft's powerful Metro templates... what you need to know about WinRT and WinJS... how to build high-performance Metro apps... how to handle tablet and smartphone form factors, touch, and sensors... how to bind data to apps, and store it locally or remotely... how to manage app lifecycle events... how to make the most of Metro's innovative UI features... and much more. Carter walks you through constructing apps and games from start to finish, and even shows how to get them certified for sale at the Windows Store. Step-by-step instructions walk readers through key tasks... Q-and-As, Quizzes, and Exercises test their knowledge... "Did You Know?" tips offer insider advice... "Watch Out!" alerts help them avoid problems. By the time they're finished, readers will be comfortable with every phase of Windows 8 Metro development -- from planning apps through earning revenue!

This book will help you join the thousands of successful iPhone apps developers without needing to learn Objective-C or the Cocoa touch APIs. If you want to apply your existing web development skills to iPhone and iPad development, then now you can. WebKit's support for HTML5 means any web developer can create compelling apps for both the iPhone and the larger-screen iPad. Beginning iPhone & iPad Web Apps takes you through the latest mobile web standards as well as the specific features of the iPhone and iPad. You'll learn about WebKit and Mobile Safari, HTML5 and CSS3,

vector graphics and multimedia support. You'll discover the built-in hardware features of the iPhone and iPad and how best to take advantage of them. The market for web apps for the iPhone and iPad is expanding rapidly. You'll want to know about all the advantages, and *Beginning iPhone & iPad Web Apps* is the perfect starting point.

With *Beginning Android Web Apps Development*, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in *Beginning Android Web Application Development* will show you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: *Who's that Tweet?!*, a quiz game based on celebrity accounts, and *I Love Ham*, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: *Scavenger Hunt*, which introduces you to the HTML5 GPS location API, and *Spies!*, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-based apps into web games. After reading *Beginning Android Web Apps Development*, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, *HTML5 Web Application Development by Example* will develop your knowledge and confidence in application development.

Summary In Single Page Web Applications you'll learn to build modern browser-based apps that take advantage of stronger client platforms and more predictable bandwidth. You'll learn the SPA design approach, and then start exploring new techniques like structured JavaScript and responsive design. And you'll learn how to capitalize on trends like server-side JavaScript and NoSQL data stores, as well as new frameworks that make JavaScript more manageable and testable as a first-class language. **About this Book** If your website is a jumpy collection of linked pages, you are behind.

Single page web applications are your next step: pushing UI rendering and business logic to the browser and communicating with the server only to synchronize data, they provide a smooth user experience, much like a native application. But, SPAs can be hard to develop, manage, and test. Single Page Web Applications shows how your team can easily design, test, maintain, and extend sophisticated SPAs using JavaScript end-to-end, without getting locked into a framework. Along the way, you'll develop advanced HTML5, CSS3, and JavaScript skills, and use JavaScript as the language of the web server and the database. This book assumes basic knowledge of web development. No experience with SPAs is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Design, build, and test a full-stack SPA Best-in-class tools like jQuery, TaffyDB, Node.js, and MongoDB Real-time web with web sockets and Socket.IO Touch controls for tablets and smartphones Common SPA design mistakes About the Authors The authors are architects and engineering managers. Michael Mikowski has worked on many commercial SPAs and a platform that processes over 100 billion requests per year. Josh Powell has built some of the most heavily trafficked sites on the web. Table of Contents PART 1: INTRODUCING SPAS Our first single page application Reintroducing JavaScript PART 2: SPA CLIENT Develop the Shell Add feature modules Build the Model Finish the Model and Data modules PART 3: THE SPA SERVER The web server The server database Readyng our SPA for production

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to clients with HTML5 Server-Sent Events (SSE), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world SSE application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with HTML, HTTP, and basic JavaScript, you're ready to get started. Determine whether SSE, WebSockets, or data pull is best for your organization Develop a working SSE application complete with backend and frontend solutions Address error handling, system recovery, and other issues to make the application production-quality Explore two fallback solutions for browsers that don't support SSE Tackle security issues, including authorization and "disallowed origin" Develop realistic, repeatable data that's useful in test-driven SSE design Learn SSE protocol elements not covered in the example application

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.

Summary: Take advantage of your existing JavaScript and HTML skills to build apps for Windows 8.1 and add them to the Windows Store. This book guides you through using Microsoft's WinJS 2.0 library to develop apps for Windows 8.1, learning how to use JavaScript templates, controls, and data binding. It covers everything from displaying data with a ListView control to supporting SkyDrive cloud storage, creating games to using IndexedDB and HTML5 forms. Extensively updated for the release of Windows 8.1, this book covers all of the new features of the WinJS 2.0 library such as the Repeater, SearchBox, WebView, and NavBar controls and the new WinJS Scheduler. It has been updated with a new sample app that demonstrates how to build a Windows Store app that interacts with Windows Azure Mobile Services.

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to clients with Html5 Server-Sent Events (Sse), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world Sse application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with Html, Http, and basic JavaScript, you're ready to get started.

This four volume set of books constitutes the proceedings of the 36th International Conference Information Systems Architecture and Technology 2015, or ISAT 2015 for short, held on September 20–22, 2015 in Karpacz, Poland. The conference was organized by the Computer Science and Management Systems Departments, Faculty of Computer Science and Management, Wroclaw University of Technology, Poland. The papers included in the proceedings have been subject to a thorough review process by highly qualified peer reviewers. The accepted papers have been grouped into four parts: Part I—addressing topics including, but not limited to, systems analysis and modeling, methods for managing complex planning environment and insights from Big Data research projects. Part II—discussing about topics including, but not limited to, Web systems, computer networks, distributed computing, and multi-agent systems and Internet of Things. Part III—discussing topics including, but not limited to, mobile and Service Oriented Architecture systems, high performance computing, cloud computing, knowledge discovery, data mining and knowledge based management. Part IV—dealing with topics including, but not limited to, finance, logistics and market problems, and artificial intelligence methods.

An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive

course. Learn Ionic by creating three complete mobile applications Who This Book Is For If you are a web developer who wants to build hybrid mobile app development using the Ionic framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and a complete social media app. All three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic – by Rahat Khanna Ionic by Example – by Sani Yusuf Ionic Cookbook – by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It doesn't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

The HTML5 Developer's Collection includes two recently published HTML5 application development eBooks: Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours HTML5 Developer's Cookbook With Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours, learn how to turn Web pages into stunning mobile

applications in just 24 hours or less! HTML5 adds a number of new features and APIs to the language that allow Web designers to be more descriptive and effective in creating their Web pages. Using the new APIs you can build offline Web applications, work with location data, store data on a local computer in a manner similar to cookies, and more! Author Jennifer Kyrnin walks you through how to get started with the HTML5 specification to build great mobile applications. HTML5 Developer's Cookbook brings together all the expert advice and proven code you need to start building production-quality HTML5 applications right now. Pioneering HTML5 experts Chuck Hudson and Tom Leadbetter present tested, modular recipes at beginner, intermediate, and advanced levels. You'll learn exactly how to deliver state-of-the-art user experiences by integrating HTML5's new and enhanced elements with CSS3 styles, JavaScript APIs, and events. Completely up-to-date to reflect current standards, this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each covered feature. This collection covers Working with the new HTML5 tags most valuable for mobile development Getting started fast with HTML5 features already supported by today's browsers Detecting mobile devices and HTML5 support and upgrade sites to support them Styling and building more efficient, usable mobile pages Using jQuery Mobile to quickly create mobile apps Leveraging HTML5's breakthrough drawing and typography features Efficiently integrating media content into your apps Adding meaning with HTML5 sectioning and semantic elements Implementing drag-and-drop more easily than ever Building offline applications and other apps that use local storage Detecting and working with location data via the GeoLocation API Using microformats and microdata to make Web pages friendlier to computers Adding powerful back-end functionality with WebSockets, Web Workers, and File APIs Improving user navigation with the History API Understanding and using HTML5's new structural elements Using grouping, text-level, and redefined semantics Managing browser-handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness into mobile applications with the Geolocation API Implementing client side storage and working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data

This book introduces novice developers to a range of data access strategies for storing and retrieving data both locally and remotely. It provides you with a range of fully working data access solutions and the insight you need to know when, and how, to apply each of the techniques to best advantage. Focussing specifically on how the Windows 8 app developer can work with the Windows Runtime (often called Windows RT) framework this book provides careful analysis of the many options you have open to you, along with a comparison of their strengths and weaknesses under different conditions. With the days of a single database being the right choice for almost all development projects long gone. You

will learn that the right choice for your app now depends on a variety of factors and getting it right will be critical to your customer's end user experience. We cover a range of data access strategies ranging from storing and retrieving data locally using the JET API, to using the most popular open and closed source database products like SQLite and SQL Server. We look at how lightweight HTML and JavaScript apps work well with equally feather-weight data stores like IndexedDB. We'll also introduce you to more advanced data access techniques like REST (JSON), WCF RIA Services, ASP.NET MVC 4 Web API and Windows Azure that can hugely expand the horizons of what it is possible for your app to do as storage - and even processing - are taken beyond the confines of your user's device. By the time you have read this book you will be familiar with the key data access considerations you will need to evaluate as you build your apps and you will be able to confidently select the data access architecture that is most appropriate to the app you want to build.

What you'll learn Understand the data access capability of WinRT Explore the various data access strategies Understand local storage in Windows 8 Apps Discover how to use HTML5 indexedDB as an offline database Use SQLite and SQL Server with Windows 8 Apps Develop ASP.NET MVC 4 Web API data stores Learn how to consume data through a WCF Service Integrate your app with Public Web Services using REST See how SQL Azure can extend your Windows 8 Apps Who this book is for This book is for all the .NET, iOS, Android and Windows Phone app developers looking to develop data driven Windows 8 style apps. You should be comfortable with basic programming concepts and have worked with simple data stores previously. Table of Contents Introducing Windows 8 development from a data perspective Windows 8 Modern app data access strategies Selecting the right strategy for your app Local Data Access I : JET API Local Data Access: II: IndexedDB Dealing with Application Data WCF RIA Services ASP.NET Web API SQL Databases Windows Phone 8 Data Access

Provides information on using HTML5, JavaScript, and W3C specifications to create mobile and desktop Web applications for all browsers and devices.

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user

interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Realtime Web Apps: With HTML5 WebSocket, PHP, and jQuery is a guide for beginner- to intermediate-level web developers looking to take the next leap forward in website and app development: realtime. With Realtime Web Apps, you'll be able to quickly get up to speed on what HTML5 WebSocket does, how it is going to affect the future of the web as we know it, and—thanks to Pusher's simple API—start developing your first realtime app today. Using a practical approach rather than focusing on dry theory, Realtime Web Apps will guide you through building your first app using HTML5, CSS3, jQuery, and Pusher. After your initial introduction to the technologies used in the book, you'll immediately jump into the process of creating a realtime Q&A app that will work on desktop browsers as well as mobile phones (including iOS and Android). In addition to learning realtime development strategies, you'll also learn progressive development strategies including responsive CSS3 layouts, AJAX development with jQuery, and more. The future of the web is realtime. Grab your hoverboard. Introduces you to the revolutionary capabilities of the HTML5 WebSocket API Gets you started with WebSocket immediately using the super-simple Pusher API Walks you through the development of a real-life realtime web app Gets you working with responsive layouts, jQuery, and AJAX development Prepare for Microsoft Exam 70-482—and help demonstrate your real-world mastery of building Windows Store apps with HTML5

and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCS5 level. Focus on the expertise measured by these objectives: Develop Windows Store apps Discover and interact with devices Program user interaction Enhance the user interface Manage data and security Prepare for a solution deployment This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle. Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

Summary HTML5 for .NET Developers teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps.

Along the way, you'll get tips and learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8. This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps "This book speaks directly to the interests and concerns of the .NET developer."—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state management Offline web applications

With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoft demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 app off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the browser with Server-Sent Events

Apps are at the heart of Windows 8, bringing rich and engaging experiences to both tablet and desktop users. Windows 8 uses the Windows Runtime (WinRT), a complete reimagining of Windows development that supports multiple programming languages and is built on HTML5, CSS and JavaScript. These applications are the future of Windows development and JavaScript is perfect language to take advantage of this exciting and flexible environment. Seasoned author Adam Freeman explains how to get the most from WinRT and Windows 8 by focusing on the features you need for your project. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8, Windows Runtime and Javascript.

In just 24 sessions of one hour or less, learn how to build rich, robust mobile apps that run on smartphones, tablets, and other devices and interact with users in powerful new ways. Using this book's straightforward, step-by-step approach, you'll master leading-edge practical skills you can use whether you're developing for the iPad/iPhone or Android. Discover how to quickly build new mobile apps and upgrade

older apps, provide cutting-edge media content, leverage advanced features ranging from geolocation to the semantic web, and even simplify complex back-end development. Each lesson 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 HTML5 mobile development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting 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... Work with the new HTML5 tags most valuable for mobile development Get started fast with HTML5 features already supported by today's browsers Detect mobile devices and HTML5 support and upgrade sites to support them Style and build more efficient, usable mobile pages Use jQuery Mobile to quickly create mobile apps Leverage HTML5's breakthrough drawing and typography features Efficiently integrate media content into your apps Add meaning with HTML5 sectioning and semantic elements Implement drag-and-drop more easily than ever Build offline applications and other apps that use local storage Detect and work with location data via the GeoLocation API Use microformats and microdata to make web pages friendlier to computers Add powerful back-end functionality with WebSockets, Web Workers, and File APIs Improve user navigation with the History API

This book is a hands-on guide that follows a step-by-step tutorial approach which discusses Windows 8 application development with HTML5, CSS3, and JavaScript. This book is great for developers who want to start developing for Windows 8 and it also targets developers who want to get introduced to powerful advancements in standards-based web technology, while using it to build Windows Store apps, as well as leveraging their existing skills and code assets in web development.

This book is for web developers who want to learn and implement WebSocket to create interesting apps for modern browsers, leveraging the capabilities of HTML5 with WebSockets.

This short book provides a practical introduction to HTML5. HTML (HyperText Markup Language) is the predominant language of web pages. Originally developed as a way to describe and share scientific papers, HTML is now used to mark up all sorts of documents and create visual interfaces for browser-based software. With HTML5, however, HTML has become as much an API for developing browser-based software as it is a markup language. In this book, we'll talk about the history of HTML and HTML5 and explore its new features. It covers: HTML5 basics Multimedia Canvas and SVG HTML5 applications HTML5 APIs HTML5 is required knowledge for every professional web designer and developer. This book will quickly get you up to speed with the fundamentals of HTML5 and give you the confidence to start experimenting on your own.

The increased adoption of HTML5 has created the opportunity for developers to build applications that work seamlessly across multiple devices and browsers. This expert guide covers the foundations of CSS, HTML5 and jQuery, as well as a broad range of topics from design thinking, testing, optimization, security, graphs, maps and databases. All of these help you to build a seamless mobile business intelligence (SAP BI) app using HTML5, leveraging the cohesiveness of SAP OpenUI5. Explore why design thinking should sit at the core of your mobile application. Compare and contrast using native versus web-based applications. Explore the tools available to develop mobile apps, as well as easily write HTML5 code from scratch. Learn how to create a reusable skeleton code framework that you can leverage on future projects, as well as how to build web apps using SAP OpenUI5. Explore considerations for an effective security and privacy strategy. Acquire best practices on how to test and enhance your HTML5 site by enabling compression, caching, and optimizing your images. In addition to practice exercises, this book includes free sample layout options for different mobile devices and an OpenUI5 Starter Kit. By using practical examples,

tips, and screenshots, the author brings the building of mobile BI apps to life. - Delve into the foundations of CSS, HTML5, and jQuery - Learn how to build a seamless mobile BI app using SAP OpenUI5 - Use open source library d3.js to create custom data visualizations for bar, line, and pie charts - Build web apps using real world scenarios and test layout options for different mobile devices

Make sure your website or web application users get content updates right now with minimal latency. This concise guide shows you how to push new data from the server to clients with HTML5 Server-Sent Events (SSE), an exceptional technology that doesn't require constant polling or user interaction. You'll learn how to build a real-world SSE application from start to finish that solves a demanding domain problem. You'll also discover how to increase that application's desktop and mobile browser support from 60% to 99%, using different fallback solutions. If you're familiar with HTML, HTTP, and basic JavaScript, you're ready to get started.

Determine whether SSE, WebSockets, or data pull is best for your organization Develop a working SSE application complete with backend and frontend solutions Address error handling, system recovery, and other issues to make the application production-quality Explore two fallback solutions for browsers that don't support SSE Tackle security issues, including authorization and "disallowed origin" Develop realistic, repeatable data that's useful in test-driven SSE design Learn SSE protocol elements not covered in the example application. A practical approach with hands on recipes to learn more about HTML5 Data and Services, its features and techniques when building websites or web applications. This book is for programmers and developers who work with a lot of backend code and want to get fast tracked into the world of HTML5 and Javascript. It is also for JavaScript developers who would like to update their knowledge with new techniques and capabilities made possible with HTML5. Some experience in HTML and jQuery is assumed.

Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>. Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

This 88-page primer unveils the key features of Microsoft's eagerly anticipated Windows 8 operating system. Windows 8 contains Microsoft's revolutionary new application framework for building dynamic and responsive touch-enabled applications that target both desktops and mobile devices. Experienced author Adam Freeman invites you to take a crash course in Windows 8 development. Using the open standards of HTML5 and JavaScript, he ensures you understand the changes that are being made to Windows development practices and puts you on the right course to creating innovative and elegant applications for this latest evolution of the world's most successful operating system.

Provides information on using HTML5 to build interactive multimedia applications and computer games, covering such topics as creating bitmap images, manipulating video, and adding audio.

Describes what Web 2.0 is, looks at its core patterns and architecture, and offers information on developing applications and software for it.

Already comfortable with JavaScript and HTML? Microsoft has just empowered you to build breakthrough apps for Windows 8. It's a remarkable opportunity--and best-selling Microsoft web development author Stephen Walther will show you how to take full advantage of it. Offering the same deep insight and practical code that has made his ASP.NET Unleashed the #1 ASP.NET book of all time, Walther covers everything you need to build, test, and distribute outstanding Windows 8 software with JavaScript and HTML5. Walther clearly demonstrates the unique advantages Windows 8 offers to web developers. He guides you through using Microsoft's new WinJS library to develop apps for Microsoft's brand-new version of Windows--you learn how to use JavaScript templates, controls, and data binding. You'll find in-depth

coverage of everything from displaying data with a ListView control to supporting SkyDrive cloud storage, creating games to using IndexedDB and HTML5 forms. If you're a web developer, Windows 8 gives you millions of new potential users--and you already have many of the skills you'll need to reach them. Get this book, master the tools and techniques you don't already know--and go after that huge new market! Detailed information on how to... Get your app published in the Windows Store Create apps that work great with touch, keyboard, stylus, and mouse Use JavaScript controls such as the Tooltip, Rating, DatePicker, and FlipView controls Thoroughly master using the WinJS ListView control to display, sort, and filter data Use HTML5 Canvas to build arcade games Store data on the local file system, via remote web services, or in IndexedDB databases Use Live Services to authenticate users, retrieve user profiles, and interact with SkyDrive Create custom WinJS controls with Page Controls Build apps that gracefully adapt to different screen resolutions and orientations Take pictures from your computer's webcam and play sounds

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