Understanding Ecmascript 6 The Definitive Guide For Javascript Developers

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WebRTC, Web Real-Time Communications, is revolutionizing the way web users communicate, both in the consumer and enterprise worlds. WebRTC adds standard APIs (Application Programming Interfaces) and built-in real-time audio and video capabilities and codecs to browsers without a plug-in. With just a few lines of JavaScript, web developers can add high quality peer-to-peer voice, video, and data channel communications to their collaboration, conferencing, telephony, or even gaming site or application. New for the Third Edition The third edition has an enhanced demo application which now shows the use of the data channel for real-time text sent directly between browsers. Also, a full description of the browser media negotiation process including actual SDP session descriptions from Firefox and Chrome. Hints on how to use Wireshark to monitor WebRTC protocols, and example captures are also included. TURN server support for NAT and firewall traversal is also new. This edition also features a step-by-step introduction to WebRTC, with concepts such as local media, signaling, and the Peer Connection introduced through separate runnable demos. Written by experts involved in the standardization effort, this book contains the most up to date discussion of WebRTC standards in W3C and IETF. Packed with figures, example code, and summary tables, this book is the ultimate WebRTC reference. Table of Contents 1 Introduction to Web Real-Time Communications 1.1 WebRTC Introduction1.2 Multiple Media Streams in WebRTC1.3 Multi-Party Sessions in WebRTC1.4 WebRTC Standards1.5 What is New in WebRTC1.6 Important Terminology Notes1.7 References2 How to Use WebRTC2.1 Setting Up a WebRTC Session2.2 WebRTC Networking and Interworking Examples2.3 WebRTC Pseudo-Code Example2.4 References3 Local Media3.1 Media in WebRTC3.2 Capturing Local Media3.3 Media Selection and Control3.4 Media Streams Example3.5 Local Media Runnable Code Example4 Signaling4.1 The Role of Signaling4.2 Signaling Transport4.3 Signaling Protocols4.4 Summary of Signaling Choices4.5 Signaling Channel Runnable Code Example4.6 References5 Peer-to-Peer Media5.1 WebRTC Media Flows5.2 WebRTC and Network Address Translation (NAT)5.3 STUN Servers5.4 TURN Servers5.5 Candidates6 Peer Connection and Offer/Answer Negotiation6.1 Peer Connections6.2 Offer/Answer Negotiation6.3 JavaScript Offer/Answer Control6.4 Runnable Code Example: Peer Connection and Offer/Answer Negotiation7 Data Channel7.1 Introduction to the Data Channel7.2 Using Data Channels7.3 Data Channel Runnable Code Example7.3.1 Client WebRTC Application8 W3C Documents8.1 WebRTC API Reference8.2 WEBRTC Recommendations8.3 WEBRTC Drafts8.4 Related Work8.5 References9 NAT and Firewall Traversal9.1 Introduction to Hole Punching9.3 WebRTC and Firewalls9.3.1 WebRTC Firewall Traversal9.4 References10 Protocols10.1 Protocols10.2 WebRTC Protocol Overview10.3 References11 IETF Documents11.1 Request For Comments11.2 Internet-Drafts11.3 RTCWEB Working Group Internet-Drafts11.4 Individual Internet-

Drafts11.5 RTCWEB Documents in Other Working Groups11.6 References12 IETF Related RFC Documents12.1 Real-time Transport Protocol12.2 Session Description Protocol12.3 NAT Traversal RFCs12.4 Codecs12.5 Signaling12.6 References13 Security and Privacy13.1 Browser Security Model13.2 New WebRTC Browser Attacks13.3 Communication Security13.4 Identity in WebRTC13.5 Enterprise Issues14 Implementations and UsesINDEXABOUT THE AUTHORS

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original. ???????????,??????????(???,CRC??UML??,????),??????(Swing????,????,Java 2D??)????

JavaScript is the programming language of the web and is used by more software developers today than any other programming language. For nearly 25 years this best seller has been the go-to guide for JavaScript programmers. The seventh edition is fully updated to cover the 2020 version of JavaScript, and new chapters cover classes, modules, iterators, generators, Promises, async/await, and metaprogramming. You'll find illuminating and engaging example code throughout. This book is for programmers who want to learn JavaScript and for web developers who want to take their understanding and mastery to the next level. It begins by explaining the JavaScript language itself, in detail, from the bottom up. It then builds on that foundation to cover the web platform and Node.js. Topics include: Types, values, variables, expressions, operators, statements, objects, and arrays Functions, classes, modules, iterators, generators, Promises, and async/await JavaScript's standard library: data structures, regular expressions, JSON, i18n, etc. The web platform: documents, components, graphics, networking, storage, and threads Node.js: buffers, files, streams, threads, child processes, web clients, and web servers Tools and language extensions that professional JavaScript developers rely on

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Angular ProgrammingThe Ultimate Beginner's Guide to Learn AngularJS Programming Step by StepWell, you're in good hands!But we have a long road, you and me, with lots of things to learn:).We're living exciting times in Web development. There is a new Angular. A complete rewrite of thegood old AngularJS. Why a complete rewrite? Was AngularJS 1.x not enough?I like the old AngularJS very much. In our small company, we have built several projects with it, contributed code to the core framework, trained hundreds of developers (yes, really), and evenwritten a book about it (in French, but that still counts).AngularJS is incredibly productive once you have mastered it. Despite all

of this, it doesn't preventus from seeing its weaknesses. AngularJS is not perfect, with some very difficult concepts to grasp, and traps hard to avoid.Most of all, the Web has changed since AngularJS was conceived. JavaScript has changed. ***Newframeworks have emerged, with great ideas, or better implementation. We are not the kind ofdevelopers to tell you that you should use this tool instead of that one. We just happen to knowsome tools very well, and know what fits the project. AngularJS was one of those tools, allowing usto build well-tested web applications, and to build them fast. We also tried to bend it where it didn'tfit. Don't blame us, it happens to the best of us.Will Angular be the tool we will use without hesitation in our future projects? It's hard to say rightnow, because the framework is really young and the ecosystem only just blooming.But Angular has a lot of interesting points, and a vision that few other frameworks have. It has beendesigned for the Web of tomorrow, with ECMAScript 6, Web Components and Mobile in mind.When it was first announced, I was, like many, sad at first that the 2.0 version would not be asimple update (I'm sorry if you're just learning about it).***But I was also eager to see what solution the talented Google team would come up with.So I started to write this ebook, pretty much after the first commits, reading the design docs, watching the conference videos, reviewing every commit since the beginning. When I wrote myfirst ebook, about AngularJS 1.x, it was already a stable and known beast. This one is very different, it started when Angular was not even clear in the minds of its designers. Because I knew I wouldlearn a lot, not only about Angular but also about the concepts that would shape the future of Webdevelopment, some of which have nothing to do with Angular. And I did. I had to dig a lot aboutsome of these concepts, and I hope that you will enjoy the journey of learning about them, and howthey relate to Angular, as much as I did.The ambition of this ebook is to evolve with Angular. If it turns out that Angular is the greatframework we hope, you will receive updates with the best practices and some new features asthey emerge (and with fewer typos, because, despite our countless reviews, there are probablysome left...). And I would love to hear back from you - if some chapters aren't clear enough, if youspot a mistake or if you have a better way for some parts.I'm fairly confident about the code samples, though, as they are all in a real project, with several hundred unit tests. It was the only way to write an ebook with a newborn framework, and to beable to catch all the problems that inevitably arose with each release.Even if you are not convinced by Angular in the end, I'm pretty sure you will have learnt a thing ortwo along your read.

This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen

your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have madethis their indispensable reference book for building JavaScript applications. "A must-have reference for expert JavaScript programmers...well-organized and detailed." -- Brendan Eich, creator of JavaScript

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The JavaScript Workshop is a definitive guide to learning JavaScript in a practical way. Starting with JavaScript's core syntax and structure, the book gradually builds up to more advanced concepts like server-side development and functional programming. With this book, you'll gain the confidence to tackle any real-world JavaScript challenge.

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ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn: –How ECMAScript 6 class syntax relates to more familiar JavaScript concepts –What makes iterators and generators useful –How arrow functions differ from regular functions –Ways to store data with sets, maps, and more –The power of inheritance –How to improve asynchronous programming with promises –How modules change the way you organize code Whether you're a web developer or a Node.js developer, you'll find Understanding ECMAScript 6 indispensable on your journey from ECMAScript 5 to ECMAScript 6.

AngularJSThe Ultimate Beginner's Guide to Learn AngularJS Programming Step by StepWell, you're in good hands!But we have a long road, you and me, with lots of things to learn:).We're living exciting times in Web development. There is a new Angular. A complete rewrite of thegood old AngularJS. Why a complete rewrite? Was AngularJS 1.x not enough?I like the old AngularJS very much. In our small company, we have built several projects with it, contributed code to the core framework, trained hundreds of developers (yes, really), and evenwritten a book about it (in French, but that still counts).AngularJS is incredibly productive once you have mastered it. Despite all of this, it doesn't preventus from seeing its weaknesses. AngularJS is not perfect, with some very difficult concepts to grasp, and traps hard to avoid.Most of all, the Web has changed since AngularJS was conceived. JavaScript has changed. ***Newframeworks have emerged, with great ideas, or better implementation. We are not the kind ofdevelopers to tell you that you should use this tool instead of that one. We just happen to knowsome tools very well, and know what fits the project. AngularJS was one of those tools, allowing usto build well-tested web applications, and to build them fast. We also tried to bend it where it didn'tfit. Don't blame us, it happens to the best of us.Will Angular be the tool we will

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The Chinese translated version of Lauren Ipsum: A Story about Computer Science and Other Improbable Things by Carlos Bueno. This book is A looking glass tale for the computer age" noted by School Library Journal.
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JavaScript is very fast, simple and integrate easily with other languages. It allows you to create highly responsive interfaces. This e-book is a gentler introduction to JavaScript. The real issues in learning JavaScript is either not understanding the basic concept clearly or overwhelmed by too much detailed learning resources. To encounter these issues, this e-book is created. It is a small book but the content is well balanced and focuses only on core JavaScript Programming area. The benefit of this book is extended to all groups from beginners to expert levels. If you are a visual learner, this book can be a great aid. Each and every component of JavaScript like loops, variables, built-in data structures and functions are made interactive with images and examples. The code for each function can be executed step-wise, and the output can be checked in real time. The book also shed some lights on OOPs concept to get a good grip over the language. Framework like AngularJS, Backbone, Bootstrap, etc. comes handy after referring to this book. You will be able to build a simple web app by the end of this book. Not every book has both minimum price range and maximum quality content. Table of Content Chapter 1: What is JavaScript? Javascript History How to Run JavaScript? Chapter 2: Javascript Variables Chapter 3: JavaScript Arrays Chapter 4: For, While and Do While LOOP for loop while loop do...while loop Chapter 5: IF, Else, Else IF Conditional Statements If statement If...Else statement If...Else If...Else statement Chapter 6: Javascript Functions Chapter 7: Cookies in JavaScript Javascript Set Cookie JavaScript get Cookie JavaScript Delete Cookie Chapter 8: JavaScript DOM Chapter 9: Object Oriented JavaScript (OOJS) Chapter 10: Internal & External JavaScript What is Internal JavaScript? What is External JavaScript? Chapter 11: Practical Code Examples using JavaScript Example#1: JavaScript Multiplication Table Example#2: JS Forms Example: Example#3: POPUP Message using Event: Chapter 12: JavaScript Interview Questions & Answers

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Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. What you'll learn What is really going on underneath functions, in arguments, types, coercion, and scope How closures, events, and asynchronous code work at a fundamental level How to understand advanced topics including promise objects, coroutines, and generators How to apply this newfound knowledge pragmatically to build the very best modern JavaScript applications Who this book is for This book is for the experienced JavaScript programmer who wants to understand the how and why of their code in order to become a better developer. This book is not intended to teach JavaScript at a syntactical level, but instead delve deep into the code - the philosophy, the reasoning and the detailed expert-level knowledge behind it. This newfound knowledge will enable the reader to build the very best modern JavaScript applications. It is for anyone who wants to become a better programmer by understanding at a very high level how the code works. Table of Contents Objects and Prototypes Functions Getting Closure JavaScript Slang Living Asynchronously JavaScript IRL Pragmatic JavaScript Style Workflow Code Quality Improving Testability

Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific

object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation, emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed.

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