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Ryan Roemer is the Director of Engineering at Curiosity Media, a language learning startup, where he manages technical operations and leads the development team. He develops (and tests) full-stack JavaScript applications and backend Node.js services.

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Backbone.js Testing by Ryan Roemer This book is packed with the step by step tutorial and instructions in recipe format helping you setup test infrastructure and gradually advance your skills to plan, develop, and test your backbone applications.If you are a JavaScript developer looking for recipes to create and implement test support for your backbone application, then this book is ideal for you.

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This book is packed with the step by step tutorial and instructions in recipe format helping you setup test infrastructure and gradually advance your skills to plan, develop, and test your backbone applications.If you are a JavaScript developer looking for recipes to create and implement test support for your backbone application, then this book is ideal for you.

Learn how to build a full-stack application with Backbone.js by taking advantage of JavaScript modules, workflow automation, and Backbone ' s interface building blocks. With this practical guide, author Patrick Mulder takes experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single-page application. Backbone ' s rich ecosystem of plugins makes applications easier to design and scale, but knowing which tools to use for your project can be tricky. How do you combine views and the data layer with Backbone, or serve and deploy JavaScript assets? You ' ll not only learn the answers to these and many other questions; you ' ll also discover Backbone ' s vast number of use cases. Get started quickly by using a Backbone.js and Browserify Track state and organize data with Backbone models and collections Capture events from users by using views and manipulating the DOM Combine Backbone views with advanced HTML templates Use Backbone to browse remote data sources from an API Authenticate and authorize client-side interactions Build a backend API with Node.js and Restify Set up workflow automation with Bower, Grunt, Yeoman, and RequireJS

Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand

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This book follows a standard tutorial approach with approximately 750 code samples spread through the 19 chapters. This amounts to over 5,900 lines of code that illustrate each concept. This book is aimed at programmers who have already learned the basics of object-oriented Python and need to write more sophisticated, flexible code that integrates seamlessly with the rest of Python. This book assumes a computer science background, with experience of common Python design patterns.

Finally, you can learn computation theory and programming language design in an engaging, practical way. Understanding Computation explains theoretical computer science in a context you ' ll recognize, helping you appreciate why these ideas matter and how they can inform your day-to-day programming. Rather than use mathematical notation or an unfamiliar academic programming language like Haskell or Lisp, this book uses Ruby in a reductionist manner to present formal semantics, automata theory, and functional programming with the lambda calculus. It ' s ideal for programmers versed in modern languages, with little or no formal training in computer science. Understand fundamental computing concepts, such as Turing completeness in languages Discover how programs use dynamic semantics to communicate ideas to machines Explore what a computer can do when reduced to its bare essentials Learn how universal Turing machines led to today ' s general-purpose computers Perform complex calculations, using simple languages and cellular automata Determine which

programming language features are essential for computation Examine how halting and self-referencing make some computing problems unsolvable Analyze programs by using abstract interpretation and type systems

Summary SPA Design and Architecture teaches you the design and development skills you need to create SPAs. Includes an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The next step in the development of web-based software, single-page web applications deliver the sleekness and fluidity of a native desktop application in a browser. If you're ready to make the leap from traditional web applications to SPAs, but don't know where to begin, this book will get you going. About the Book SPA Design and Architecture teaches you the design and development skills you need to create SPAs. You'll start with an introduction to the SPA model and see how it builds on the standard approach using linked pages. The author guides you through the practical issues of building an SPA, including an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. What's Inside Working with modular JavaScript Understanding MV* frameworks Layout management Client-side task automation Testing SPAs About the Reader This book assumes you are a web developer and know JavaScript basics. About the Author Emmet Scott is a senior software engineer and architect with experience building large-scale, web-based applications. Table of Contents PART 1 THE BASICS What is a single-page application? The role of MV* frameworks Modular JavaScript PART 2 CORE CONCEPTS Navigating the single page View composition and layout Inter-module interaction Communicating with the server Unit testing Client-side task automation APPENDIXES Employee directory example walk-through Review of the XMLHttpRequest API Chapter 7 server-side setup and summary Installing Node.js and Gulp.js

Exploit the features of TypeScript to develop and maintain captivating web applications with ease About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Create object-oriented JavaScript that adheres to the solid principles efficiently A comprehensive guide that explains the fundamentals of TypeScript with the help of practical examples Who This Book Is For If you are a JavaScript developer aiming to learn TypeScript to build beautiful web applications, then this book is for you. No prior knowledge of TypeScript is required. What You Will Learn Learn the key TypeScript language features and language runtime Develop modular, scalable, maintainable, and adaptable web applications Create object-oriented code that adheres to the solid principles Save time using automation tools like Gulp and Karma Develop robust applications with testing (Mocha, Chai and SinonJS) Put your TypeScript skills in practice by developing a single-page web application framework from scratch Use the JavaScript of tomorrow (ES6 and ES7) today with TypeScript In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. It allows developers to use the future versions of JavaScript (ECMAScript 6 and 7) today. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. This book is a step-by-step guide that will get you started with TypeScript with the help of practical examples. You start off by understanding the basics of TypeScript. Next, automation tools like Grunt are explained followed by a detailed description of function, generics, callbacks and promises. After this, object-oriented features and the memory management functionality of TypeScript are

explained. At the end of this book, you will have learned enough to implement all the concepts and build a single page application from scratch. Style and approach This is a step-by-step guide that covers the fundamentals of TypeScript with practical examples. Each chapter introduces a set of TypeScript language features and leads the readers toward the development of a real-world application.

Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: <http://www.saylor.org>. Free PDF 282 pages at <https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/> This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Communications and personal information that are posted online are usually accessible to a vast number of people. Yet when personal data exist online, they may be searched, reproduced and mined by advertisers, merchants, service providers or even stalkers. Many users know what may happen to their information, while at the same time they act as though their data are private or intimate. They expect their privacy will not be infringed while they willingly share personal information with the world via social network sites, blogs, and in online communities. The chapters collected by Trepte and Reinecke address questions arising from this disparity that has often been referred to as the privacy paradox. Works by renowned researchers from various disciplines including psychology, communication, sociology, and information science, offer new theoretical models on the functioning of online intimacy and public accessibility, and propose novel ideas on the how and why of online privacy. The contributing authors offer intriguing solutions for some of the most pressing issues and problems in the field of online privacy. They investigate how users abandon privacy to enhance social capital and to generate different kinds of benefits. They argue that trust and authenticity characterize the uses of social network sites. They explore how privacy needs affect users' virtual identities. Ethical issues of privacy online are discussed as well as its gratifications and users' concerns. The contributors of this volume focus on the privacy needs and behaviors of a variety of different groups of social media users such as young adults, older users, and genders. They also examine privacy in the context of particular online services such as social network sites, mobile internet access, online journalism, blogs, and micro-blogs. In sum, this book offers researchers and students working on issues related to internet communication not only a thorough and up-to-date treatment of online privacy and the social web. It also presents a glimpse of the future by exploring emergent issues concerning new technological applications and by suggesting theory-based research agendas that can guide inquiry beyond the current forms of social technologies.

Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-

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