

The Little Book On Coffeescript Alex Maccaw

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Pencil Code

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Test-Driven React

Matt Mochary coaches the CEOs of many of the fastest-scaling technology companies in Silicon Valley. With *The Great CEO Within*, he shares his highly effective leadership and business-operating tools with any CEO or manager in the world. Learn how to efficiently scale your business from startup to corporation by implementing a system of accountability, effective problem-solving, and transparent feedback. Becoming a great CEO requires training. For a founding CEO, there is precious little time to complete that training, especially at the helm of a rapidly growing company. Now you have the guidance you need in one book.

The Little Book on CoffeeScript

CoffeeScript Application Development is a practical, hands-on guide with step-by-step instructions. Follow the smooth and easy tutorial approach, covering examples that build in complexity. By the final chapter you'll be wondering why you didn't try CoffeeScript sooner. If you are a JavaScript developer who wants to save time and add power to your code, then this is the book that will help you do it. With minimal fuss you will learn a whole new language which will reduce your application development time from weeks to days.

Instant Vert.x

Modern web development is so much more than just HTML and CSS with a little JavaScript mixed in. People want faster, more usable interfaces that work on multiple devices, and you need the latest tools and techniques to make that happen. This book gives you over 40 concise solutions to today's web development problems, and introduces new solutions that will expand your skill set---proven, practical advice from authors who use these tools and techniques every day. In this completely updated edition, you'll find innovative new techniques and workflows, as well as reworked solutions that take advantage of new developments. Web development is constantly changing, and you need to stay on top of your game. Discover a wide spectrum of web development techniques, from how to improve the way you present content, to solutions for data analysis, testing, and deployment. In this edition we introduce new tools, add new recipes, and modernize old ones. You'll use Vagrant to automate server setup, and you'll discover new ways to develop blogs and static sites. You'll learn how to use Grunt to script the deployment of your web project, and use Angular to build a single-page app. You'll learn how to make content stand out with simple cross-browser styles; create animations that work well everywhere without plugins; and create lightweight, responsive layouts. We'll show you how to use preprocessors like CoffeeScript and Sass; write tests for your code; use Git and Dropbox to collaborate; configure and secure the Apache web server; use virtualization to set up your own servers automatically; and much more. Whether you're new to front-end development, or you've got a few years of experience, you'll become a more versatile developer by finding out how---and why---to use these solutions in your next project. What You Need: Your favorite text editor, the most current version of Mozilla Firefox, Internet Explorer, Google Chrome or Safari, and a working knowledge of HTML and JavaScript. Familiarity with command-line interfaces is a plus.

Coffeescript Programming with JQuery, Rails, and Node. Js

Provides information on using CoffeeScript to build applications, covering such topics as syntax, functions, control structures, classes, and Jasmine.

JavaScript for Impatient Programmers

If you're a web developer or designer ready to learn Ruby on Rails, this hands-on guide is the ideal way to get started. Rather than toss you into the middle of the framework's Model-View-Controller architecture, as many books do, Learning Rails 5 begins with the foundations of the Web you already know. You'll learn how to create something visible with Rails' view layer before diving into the more difficult inner layers: the database models and controller code. All you need to begin your Rails journey is HTML experience. Each chapter includes exercises and review questions to test your understanding as you go. Present content by building an application with a basic view and a simple controller Build forms and process their results, progressing from simple to more complex Use Rails scaffolding and REST to build effective applications quickly Connect forms to models and create code that maps directly to database structures Build applications that combine data from multiple tables Use migrations to track changes to your database over time Add common elements such as sessions, cookies, and authentication

The Little Book on CoffeeScript

This concise book shows JavaScript developers how to build superb web applications with CoffeeScript, the remarkable language that's gaining considerable interest. Through example code, this guide demonstrates how CoffeeScript abstracts JavaScript, providing syntactical sugar and preventing many common errors. You'll learn CoffeeScript's syntax and idioms step by step, from basic variables and functions to complex comprehensions and classes. Written by Alex MacCaw, author of JavaScript Web Applications (O'Reilly), with contributions from CoffeeScript creator Jeremy Ashkenas, this book quickly teaches you best practices for using this language—not just on the client side, but for server-side applications as well. It's time to take a ride with the little language that could. Discover how CoffeeScript's syntax differs from JavaScript Learn about features such as array comprehensions, destructuring assignments, and classes Explore CoffeeScript idioms and compare them to their JavaScript counterparts Compile CoffeeScript files in static sites with the Cake build system Use CommonJS modules to structure and deploy CoffeeScript client-side applications Examine JavaScript's bad parts—including features CoffeeScript was able to fix

Ruby on Rails Tutorial

Add custom features to browsers old and new by writing polyfill libraries, JavaScript plugins that take browsers beyond their native capabilities. In this practical fieldbook, author Brandon Satrom introduces principles and guidelines for polyfill development, and then walks you through the steps for building a complex, real-world HTML5 polyfill. You'll also explore the future of polyfilling—or prolyfilling—that will enable you to test and work with emerging concepts, often ahead of browser vendors. By the time you finish this book, you'll have the tools and hands-on experience you need to build reliable polyfills for today's and tomorrow's Web. Learn the current state of polyfills, including shims, opt-ins, and drop-ins Use principles and practices to build responsible polyfills that benefit the entire web development community Build out several features for an HTML5 Forms polyfill library Configure a build environment and run automated cross-browser testing Optimize performance, handle edge cases, and fine-tune the speed of your polyfill Get examples of prolyfilling libraries that push the boundaries of the Web Write a sample prolyfill and compare it to current polyfill builds

The Rust Programming Language (Covers Rust 2018)

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just

hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION “gamebooks” that leverage new CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js • Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to The Web Game Developer’s Cookbook for proven, expert answers—and the code you need to implement them. It’s all you need to jumpstart any web game project!

The Node Beginner Book

The Comprehensive Book on Express.js The in-depth, detailed, hand-on manual on Express.js, the most popular Node.js framework. Will get you up and running fast and save you time. Understand the concepts, learn the best practices. Become an Express.js expert today. Express.js API reference, quick start guides, 20+ meticulously explained examples and tutorials -- over 270 pages with more than 60 illustrations. Quick Start The Interface Tips and Tricks Tutorials and Examples Why Express.js is the most popular Node.js web framework yet. As of this writing (September of 2013), there are no books that are solely dedicated to it. Its official website has bits of insights for advanced Node.js programmers. However, I found that many people -- including those who go through HackReactor7 program and come to my Node.js classes at General Assembly and pariSOMA -- are interested in a comprehensive resource. The one that would cover all the different components of Express.js work together in a real production-like application. The goal of Express.js Guide is to become such resource. What This Book is Express.js Guide is a concise book on one particular library. This book contains Express.js API 3.3.58 description, the best practices on code organization and patterns, real-world examples of web apps. The topics include but not limited to middleware, command-line interface and scaffolding, rendering templates, extracting params from dynamic URLs, parsing payloads and cookies, managing authentication with sessions, error handling and prepping apps for production. For more details and for what exactly the book covers, please refer to the Table of Contents. What This Book is Not This book is not an introduction to Node.js, nor is it a book that covers all aspects of building a modern day web application, e.g., websockets, databases and (of course) front-end development. Keep in mind that readers also won't find in Express.js Guide a resource for learning programming and/or JavaScript fundamentals. You might want to take a look at Rapid Prototyping with JS9 for the introduction to Node.js, MongoDB and front-end development with Backbone.js. In

the real-world and especially in Node.js development, due to its modularized philosophy, we seldom use just a single framework. In the book, we have tried to stick only to Express.js and leave everything else out as much as possible, without compromising the usefulness of examples. Therefore, we intentionally left out some important chunks of web developments, for example databases, authentication and testing. Although these elements are present in tutorials and examples, they're not explained in detail. For those materials, you could check books in the Related Reading and Resources section at the end of the book. Who This Book is For This book is for people fluent in programming and front-end JavaScript. In addition, to get the most benefits, readers must be familiar with basic Node.js concepts like process and global, and know core modules, including streams, clusters and buffer type. If you're thinking of starting a Node.js app, or of rewriting an existing one, and your weapon of choice is Express.js -- this guide is for you! It will answer most of your "how" and "why" questions.

Modern Statistics for Modern Biology

Over the last five years, CoffeeScript has taken the web development world by storm. With the humble motto "It's just JavaScript," CoffeeScript provides all the power of the JavaScript language in a friendly and elegant package. This extensively revised and updated new edition includes an all-new project to demonstrate CoffeeScript in action, both in the browser and on a Node.js server. There's no faster way to learn to write a modern web application. This new edition has been extensively revised and updated to reflect the current state and features of CoffeeScript. Every chapter has been revised and refactored, and new sections and a new chapter on testing have been added. If you already know JavaScript, this book will make your transition to CoffeeScript easy. If you're new to JavaScript, it's a great place to start. New in this edition: Automating setup with the Grunt task runner Using CoffeeScript classes with the Backbone framework Using CoffeeScript's simple callback syntax to interact with the Express framework A new chapter on client-side and server-side testing with Intern * A new project that gives you hands-on experience with browser-side and server-side CoffeeScript CoffeeScript is every bit as portable and effective as JavaScript. It aids development by adding a bevy of features, such as classes, splats, list comprehensions, and destructuring. These features make it easier to write clear, readable code, and by learning how these features work, you'll deepen your understand of JavaScript as well. This book is your complete guide to writing better JavaScript code, faster.

Warren Sharp's 2019 Football Preview

The goal of this book is to show the beauty and elegance of relational programming, which captures the essence of logic programming. The book shows how to implement a relational programming language in Scheme, or in any other functional language, and demonstrates the remarkable flexibility of the resulting relational programs

The Web Game Developer's Cookbook

Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability.

Programming Language Explorations

Grunt is everywhere. JavaScript projects from jQuery to Twitter Bootstrap use Grunt to convert code, run tests, and produce distributions for production. It's a build tool in the spirit of Make and Rake, but written with modern apps in mind. This book gets you up to speed with Grunt using practical hands-on examples, so you can wrangle your projects with ease. You'll learn how to create and maintain tasks and project builds, and automate your workflow with plugins and custom tasks. JavaScript has moved from being the language you love to hate to the language you need to use. And as JavaScript applications get more complex, you need a process to manage that complexity. While online tutorials just explain how to slap together a configuration file, this book goes further and shows you how to create your own tasks, design your own project templates, combine plugins together to bring a web app to life, and build your own plugins. You'll start by learning the basics of task creation, error handling, and logging as you create a simple configuration that executes basic JavaScript code using Node.js. Then you'll jump right into file manipulation as you read, write, copy, and delete files. You'll learn how Grunt's powerful multitasks work as you build a task to concatenate files together. Once you've got a grasp on these basics, you'll build a simple app with AngularJS and CoffeeScript, using Grunt to do all the heavy lifting and script processing. Finally, you'll create your own plugin so you can understand how plugins work. Each chapter contains hands-on exercises and ideas for further study. Whether you rock Ruby or sling C#, Grunt will be a useful addition to your toolbox. What You Need: This book covers Grunt 0.4.1 and higher, and requires basic knowledge of JavaScript and command-line tools on Windows, OS X, or Linux.

Express.js Guide

This short SitePoint book provides readers with a fun and yet practical introduction to Sinatra, a framework that makes web development with Ruby extremely simple. It's not intended to be a completely comprehensive guide to the framework or an in-depth Ruby tutorial, but will quickly get you up to speed with Sinatra and give you the confidence to start experimenting on your own. The book is built around a real-life example project: a content management system. It's a fun and easily understandable project that is used to demonstrate the concepts outlined in the book in a practical way. This is a clear, approachable and very easy-to-follow book that will get you to to speed with Sinatra in no time.

DOM Scripting

Give users the real-time experience they expect, by using Elixir and Phoenix Channels to build applications that instantly react to changes and reflect the application's true state. Learn how Elixir and Phoenix make it easy and enjoyable to create real-time applications that scale to a large number of users. Apply system design and development best practices to create applications that are easy to

maintain. Gain confidence by learning how to break your applications before your users do. Deploy applications with minimized resource use and maximized performance. Real-time applications come with real challenges - persistent connections, multi-server deployment, and strict performance requirements are just a few. Don't try to solve these challenges by yourself - use a framework that handles them for you. Elixir and Phoenix Channels provide a solid foundation on which to build stable and scalable real-time applications. Build applications that thrive for years to come with the best-practices found in this book. Understand the magic of real-time communication by inspecting the WebSocket protocol in action. Avoid performance pitfalls early in the development lifecycle with a catalog of common problems and their solutions. Leverage GenStage to build a data pipeline that improves scalability. Break your application before your users do and confidently deploy them. Build a real-world project using solid application design and testing practices that help make future changes a breeze. Create distributed apps that can scale to many users with tools like Phoenix Tracker. Deploy and monitor your application with confidence and reduce outages. Deliver an exceptional real-time experience to your users, with easy maintenance, reduced operational costs, and maximized performance, using Elixir and Phoenix Channels. What You Need: You'll need Elixir 1.9+ and Erlang/OTP 22+ installed on a Mac OS X, Linux, or Windows machine.

Learning Rails 5

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plugins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

JavaScript Testing with Jasmine

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author

and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Programming in CoffeeScript

Explains how to build web applications with CoffeeScript, demonstrates how CoffeeScript abstracts JavaScript, and teaches CoffeeScript's syntax and idioms step by step.

IText in Action

More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a decent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. *Secrets of the JavaScript Ninja, Second Edition* dives below the surface and helps readers understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

JavaScript Web Applications

This elegant programming primer teaches K-12 students to code through more than 100 graded examples, each one illustrated in color. The second edition includes an appendix with a tutorial in CoffeeScript. Written by a computer scientist to teach his own children to program, the book is designed for inductive learning. The illustrated programs come with no expository text. Instead, the sequence of projects introduce increasingly sophisticated concepts by example. Each one invites customization and exploration. The book begins by suggesting a simple program to draw a line. Subsequent pages introduce core concepts in computer science: loops, functions, recursion, input and output, numbers and text, and data structures. The more advanced material introduces concepts in randomness, animation, HTML5, jQuery, networking, and artificial intelligence.

The Reasoned Schemer

3. CoffeeScript and jQuery; Finding and changing elements; The function; Utility functions; Ajax methods; Using jQuery; Using CoffeeScript and jQuery in the browser; Compiling CoffeeScript; jQuery and CoffeeScript; Testing it all; Running a local web server; Our application; TodoMVC; Our initial HTML; Initializing our app; Adding a to-do item; Using localStorage; Displaying the to-do items; Showing the to-do items; Removing and completing items; Now, it's your turn!; Summary; 4. CoffeeScript and Rails; What makes Rails special?; Convention over configuration.

Secrets of the JavaScript Ninja

A far-reaching course in practical advanced statistics for biologists using R/Bioconductor, data exploration, and simulation.

Little Pink Book on Gab

Building rich JavaScript applications that bring a desktop experience to the Web requires moving state from the server to the client side—not a simple task. This hands-on book takes proficient JavaScript developers through all the steps necessary to create state-of-the-art applications, including structure, templating, frameworks, communicating with the server, and many other issues. Throughout the book, you'll work with real-world example applications to help you grasp the concepts involved. Learn how to create JavaScript applications that offer a more responsive and improved experience. Use the Model-View-Controller (MVC) pattern, and learn how to manage dependencies inside your application Get an introduction to templating and data binding Learn about loading remote data, Ajax, and cross-domain requests Create realtime applications with WebSockets and Node.js Accept dropped files and upload data with progress indicators Use major frameworks and libraries, including jQuery, Spine, and Backbone Write tests and use the console to debug your applications Get deployment best practices, such as caching and minification

JavaScript: The Good Parts

- Hip, new series targeting teen readers and today's topics filled with fun tips, exciting stories, bulleted lists, and more! - From the creators of the bestselling little

black book series that has sold over 200,000 copies! - Stylish format that appeals to teen girls and makes reading fun! - Cathy Bartel has been the support behind one of the largest youth ministries in America, Oneighty with over 450 affiliates nationwide!

Jump Start Sinatra

Simply the best analytical 2019 football preview you can buy Welcome to previewing the NFL through a lens you've never witnessed before. Warren Sharp's 259-page full color 2019 Football Preview is unlike anything you have seen before. Stunning visualizations built with the reader in mind and innovative, next level thought process abound in every team chapter and article. This book shares insights into the players, coaches, teams and philosophies with one goal in mind: to get you prepared for the 2019 season by delivering the smartest information in the fastest, most direct way possible for optimal reviewing and retention. "There are so many preseason NFL previews available that offer fans insight into the season, however, few dig as deep as Warren's, with a unique view of what really matters during the season. Sharp's detailed approach is a must read for any football fan--and it's one of my main summer reads."- Michael Lombardi, 3-time Super Bowl Champion, working with Bill Belichick, Bill Walsh & Al Davis "Warren's preview exemplifies the use of analytics and information in a way that should be interesting to any fan. It is more in depth than many teams in the NFL are using today. Every GM and coach would serve themselves well to read the analysis of their team. They would both learn something and immediately appreciate the benefit of the information. No one presents it better, and breaks down what it means better than Warren."- Joe Banner, Longtime Philadelphia Eagles President "This book breaks down each team by every category imaginable and describes exactly what they did in every situation. If you coach any level of football, from youth to the NFL, you will assuredly receive valuable information. You won't want to put it down."- Kevin Kelley, Head Football Coach & 7-time State Champion at Pulaski Academy Every key element you would want to study is included, such as Fantasy Football (player profiles, ranks & visualizations), Vegas Odds (forecast team wins, division rankings, lines for all 2018 games), Coaching (strategic advice for teams, real vs optimal play calling analysis & uncovering team tendencies) and Front Office Analysis (positional spending, roster construction & cap analysis). Team chapters are detailed and intelligently organized for a massive revolution in reader understanding and information retention. Features embedded audio and video. Warren believes the best way to be successful in fantasy football or betting is to do the opposite of most other publications. There is an industry rush to dive head first into player rankings & projections. Warren starts with fundamental discussion of the game, the teams, their coaching strategy and the players. He then analyzes their strengths and weaknesses with visualizations and data to support the narrative. Using that framework, Warren constructs projections and outlook. By previewing the NFL season in this manner, the reader walks away with much more than ever envisioned or delivered in a season preview. Find out why pro bettors, linemakers and pro-DFS players view this season preview as indispensable. It's a must have if you want to bet on the 2019 Pro Football season. This preview incredibly combines evergreen philosophical "football" analysis you would find in a reference book with immediate, relevant predictions for the 2019 season. "Warren's dedication and acumen for analyzing football is clearly evident.

This book is completely unlike anything I've read in a preview before. His ability to approach the game logically, analytically and in a predictive manner sets him apart from the crowd. I have no doubt after reading this preview you will be far more prepared for your fantasy drafts and just football in general. If you're a NFL fan of any kind, I cannot recommend this preview enough."Evan Silva

The Great CEO Within: The Tactical Guide to Company Building

Summary CoffeeScript in Action is a tutorial that teaches you how, where, and why to use CoffeeScript. It begins by quickly exposing you to CoffeeScript's new, but instantly-familiar syntax. Then, you'll explore programming challenges that illustrate CoffeeScript's unique advantages. Language junkies will especially appreciate how this book takes idioms from other programming languages and shows you how CoffeeScript makes them available in JavaScript. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book JavaScript runs (almost) everywhere but it can be quirky and awkward. Its cousin CoffeeScript is easier to comprehend and compose. An expressive language, not unlike Ruby or Python, it compiles into standard JavaScript without modification and is a great choice for complex web applications. It runs in any JavaScript-enabled environment and is easy to use with Node.js and Rails. CoffeeScript in Action teaches you how, where, and why to use CoffeeScript. It immerses you in CoffeeScript's comfortable syntax before diving into the concepts and techniques you need in order to write elegant CoffeeScript programs. Throughout, you'll explore programming challenges that illustrate CoffeeScript's unique advantages. For language junkies, the book explains how CoffeeScript brings idioms from other languages into JavaScript. What's Inside CoffeeScript's syntax and structure Web application patterns and best practices Prototype-based OOP Functional programming Asynchronous programming techniques Builds and testing Readers need a basic grasp of web development and how JavaScript works. No prior exposure to CoffeeScript is required. About the Author Patrick Lee is a developer, designer, and software consultant, working with design startup Canva in Sydney, Australia. Table of Contents PART 1 FOUNDATIONS The road to CoffeeScript Simplified syntax First-class functions Dynamic objects PART 2 COMPOSITION Composing objects Composing functions Style and semantics Metaprogramming Composing the asynchronous PART 3 APPLICATIONS Driving with tests In the browser Modules and builds ECMAScript and the future of CoffeeScript

JavaScript and Node FUNDamentals

Presented in a simple, step-by-step format, this book is an introduction to web development with Node. This book is for anybody looking for an alternative to the "P" languages (Perl, PHP, Python), or anyone looking for a new paradigm of server-side application development. The reader should have at least a rudimentary understanding of JavaScript and web application development.

Learning JavaScript Design Patterns

With the advent of HTML5, front-end MVC, and Node.js, JavaScript is

ubiquitous--and still messy. This book will give you a solid foundation for managing async tasks without losing your sanity in a tangle of callbacks. It's a fast-paced guide to the most essential techniques for dealing with async behavior, including PubSub, evented models, and Promises. With these tricks up your sleeve, you'll be better prepared to manage the complexity of large web apps and deliver responsive code. With Async JavaScript, you'll develop a deeper understanding of the JavaScript language. You'll start with a ground-up primer on the JavaScript event model--key to avoiding many of the most common mistakes JavaScripters make. From there you'll see tools and design patterns for turning that conceptual understanding into practical code. The concepts in the book are illustrated with runnable examples drawn from both the browser and the Node.js server framework, incorporating complementary libraries including jQuery, Backbone.js, and Async.js. You'll learn how to create dynamic web pages and highly concurrent servers by mastering the art of distributing events to where they need to be handled, rather than nesting callbacks within callbacks within callbacks. Async JavaScript will get you up and running with real web development quickly. By the time you've finished the Promises chapter, you'll be parallelizing Ajax requests or running animations in sequence. By the end of the book, you'll even know how to leverage Web Workers and AMD for JavaScript applications with cutting-edge performance. Most importantly, you'll have the knowledge you need to write async code with confidence. What You Need: Basic knowledge of JavaScript is recommended. If you feel that you're not up to speed, see the "Resources for Learning JavaScript" section in the preface.

Dart for Absolute Beginners

Dart for Absolute Beginners enables individuals with no background in programming to create their own web apps while learning the fundamentals of software development in a cutting edge language. Easily digested chapters, while comprehensive enough to explore the whole domain, are aimed at both hobbyists and professionals alike. The reader will not only gain an insight into Dart, but also the technologies behind the web. A firm foundation is laid for further programming studies. Dart is a new, innovative language developed by Google which is poised to take the web by storm. For client side web app development, Dart has many advantages over JavaScript. These include but are not limited to: improved speed, enforcement of programmatic structure, and improved facilities for software reuse. Best of all, Dart is automatically converted to JavaScript so that it works with all web browsers. Dart is a fresh start, without the baggage of the last two decades of the web. Why start learning to program with yesterday's technology? Teaches you the fundamentals of programming and the technologies behind the web. Utilizes the cutting edge, easy to learn, structured Dart programming language so that your first steps are pointed towards the future of web development. No prior knowledge is required to begin developing your own web apps.

Node Web Development, Second Edition

Building Polyfills

Why be happy and how, and why not to worry if you think you are not. Why it is easy to be happy, and how you can miss happiness even if it stands before you. How a bird can fill you with joy and how a stranger's smile can soothe you. Why happiness may not even be the word for what we really need. India's beloved sage and writer brings together his own pithy observations and those by artists and thinkers he admires in this beautiful little anthology. A Little Book of Happiness is a miscellany for all seasons, one to cherish and to share."

A Little Book of Happiness

1 JavaScript FUNdamentals: The Powerful and Misunderstood Language of The Web
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Web Development Recipes

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: •

Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

CoffeeScript Application Development

Programming Language Explorations is a tour of several modern programming languages in use today. The book teaches fundamental language concepts using a language-by-language approach. As each language is presented, the authors introduce new concepts as they appear, and revisit familiar ones, comparing their implementation with those from languages seen in prior chapters. The goal is to present and explain common theoretical concepts of language design and usage, illustrated in the context of practical language overviews. Twelve languages have been carefully chosen to illustrate a wide range of programming styles and paradigms. The book introduces each language with a common trio of example programs, and continues with a brief tour of its basic elements, type system, functional forms, scoping rules, concurrency patterns, and sometimes, metaprogramming facilities. Each language chapter ends with a summary, pointers to open source projects, references to materials for further study, and a collection of exercises, designed as further explorations. Following the twelve featured language chapters, the authors provide a brief tour of over two dozen additional languages, and a summary chapter bringing together many of the questions explored throughout the text. Targeted to both professionals and advanced college undergraduates looking to expand the range of languages and programming patterns they can apply in their work and studies, the book pays attention to modern programming practice, covers cutting-edge languages and patterns, and provides many runnable examples, all of which can be found in an online GitHub repository. The exploration style places this book between a tutorial and a reference, with a focus on the concepts and practices underlying programming language design and usage. Instructors looking for material to supplement a programming languages or software engineering course may find the approach unconventional, but hopefully, a lot more fun.

CoffeeScript in Action

With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets

(CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting: Web Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

Async JavaScript

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. This Instant book will get you started with vert.x. You will learn everything you need to know to become an independent web application developer. This book is great for developers new to asynchronous programming. It's assumed that you will have some experience in JavaScript and the use of terminal and HTML. Many of the same basic concepts of Node.js can be reused.

CoffeeScript

Developers looking to keep their JavaScript code bug-free will want to unit test using Jasmine, one of the most popular unit testing frameworks around. Any project of meaningful size should be automatically tested to help catch bugs as early as possible. Jasmine, a testing framework for JavaScript, makes it easy to test JavaScript projects, from browser-based applications to Node.js. While a quick understanding of Jasmine can be gleaned from the project's homepage, the framework has a lot of details and exciting plugins. This book explores Jasmine in a depth that can't be found elsewhere. This book provides: Exposure to some Jasmine plugins, to extend Jasmine and allow for more functionality and more thorough testing An Understanding of Jasmine's main features, to allow code to be automatically tested and reduce bugs An Explanation of how to get Jasmine working in different environments (in the browser, in Node.js, through Rails, et cetera), to make Jasmine easier to work with

Automate with Grunt

Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal

notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Real-Time Phoenix

You work in a loop: write code, get feedback, iterate. The faster you get feedback, the faster you can learn and become a more effective developer. Test-Driven React helps you refine your React workflow to give you the feedback you need as quickly as possible. Write strong tests and run them continuously as you work, split complex code up into manageable pieces, and stay focused on what's important by automating away mundane, trivial tasks. Adopt these techniques and you'll be able to avoid productivity traps and start building React components at a stunning pace!

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