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# Head First HTML5 Programming

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Programming the Mobile Web  
 Head First Web Design  
 Head First JQuery  
 Head First HTML with CSS & XHTML  
 Programming HTML5 Applications  
 Head First JavaScript Programming  
 Head First Ajax  
 Head First Servlets and JSP  
 HTML and CSS  
 Dynamic Web Programming and HTML5  
 HTML5 Programming for ASP.NET Developers  
 HTML5 and CSS3 All-in-One For Dummies  
 Head First HTML5 Programming  
 Learn HTML  
 Head First Mobile Web  
 Murach's HTML5 and CSS3 (4th Edition)  
 HTML5 Programming with JavaScript For Dummies  
 Web Programming with HTML5, CSS, and JavaScript  
 Mobile HTML5  
 HTML5 Canvas  
 Head First PHP & MySQL  
 HTML5: Up and Running  
 Head First JavaScript  
 Cambridge International AS and A Level Computer Science Coursebook  
 HTML & CSS: The Complete Reference, Fifth Edition  
 Head First EJB  
 Head First Design Patterns  
 HTML5  
 Hello! HTML5 & CSS3  
 Beginning HTML5 and CSS3 For Dummies  
 Head First Software Development  
 Head First Programming  
 Head First HTML and CSS  
 Designing Data-Intensive Applications  
 Pro HTML5 Programming  
 Head First HTML5 Programming  
 Programming in HTML5 with JavaScript and CSS3  
 Head First C  
 The Definitive Guide to HTML5

Head First HTML5 Programming

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## MARITZA CABRERA

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### **Programming the Mobile Web** "O'Reilly Media, Inc."

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

### *Head First Web Design* "O'Reilly Media, Inc."

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

### *Head First JQuery* "O'Reilly Media, Inc."

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition includes major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as

SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

### *Head First HTML with CSS & XHTML* "O'Reilly Media, Inc."

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use

JavaScript programming syntax to harness the full power of HTML5 and CSS3.

[Programming HTML5 Applications](#) "O'Reilly Media, Inc."

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.

**Head First JavaScript Programming** "O'Reilly Media, Inc."

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

[Head First Ajax](#) CRC Press

HTML5 Programming for ASP.NET Developers teaches you to harness the power and flexibility of HTML5 in your ASP.NET Web Forms and ASP.NET MVC applications. Focusing on the programmable features of HTML5 that will be most useful to you as an ASP.NET developer, this book will take you straight to the heart of what you can get out of this new technology. HTML5 is an emerging web standard that has received a great deal of attention from browser companies and the developer community, encompassing HTML, JavaScript enhancements and CSS3 specifications. But HTML5 isn't just about markup. A major part of HTML5 is its programmable features and APIs, which make up the core of this book. HTML5 Programming for ASP.NET Developers will show you how to: Add interactivity and media to your sites using the Canvas and Audio and Video APIs. Make your web applications work offline, understand client side storage options using web storage, and work with local files using the File API. Use the Communication API and Web Sockets for easier communication between server and client. Other topics include multithreading with Web Workers, understanding the new input types, using Geolocation, and enhancing your web forms and views with CSS3. All major browsers already support HTML5 to varying degrees and are aggressively working to provide full-fledged standardized support. Start using HTML5 in your projects today, and build future-ready web applications that take advantage of the exciting features that HTML5 has to offer.

[Head First Servlets and JSP](#) McGraw Hill Professional

Build the real-world skills needed to begin developing modern apps with HTML5, JavaScript, and CSS3. Work at your own pace through the lessons, exercises, and practices in this Training Guide - for the hands-on expertise your job demands.

[HTML and CSS](#) O'Reilly Media, Inc.

"Head First HTML5" introduces key features including improved text elements, audio and video tags, geolocation, and the Canvas drawing surface. Concrete examples and exercises are applied to reinforce these concepts.

[Dynamic Web Programming and HTML5](#) Apress

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

**HTML5 Programming for ASP.NET Developers** John Wiley & Sons

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

[HTML5 and CSS3 All-in-One For Dummies](#) John Wiley & Sons

[Head First HTML5 Programming](#) "O'Reilly Media, Inc."

**Head First HTML5 Programming** "O'Reilly Media, Inc."

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation

[Learn HTML](#) "O'Reilly Media, Inc."

With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying

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

Provides information on scripting Web applications with JavaScript.

**Murach's HTML5 and CSS3 (4th Edition)** "O'Reilly Media, Inc."

Looks at ways to create an attractive and user-friendly Web site, covering such topics as customer requirements, storyboards, HTML, and CSS.

[HTML5 Programming with JavaScript For Dummies](#) Head First HTML5 Programming

With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

[Web Programming with HTML5, CSS, and JavaScript](#) Apress

"Cambridge International AS and A Level Computer Science Coursebook delivers an accessible guide to theoretical and practical skills in Computer Science, with a clear progression of tasks that help to consolidate and develop knowledge. Cambridge International AS and A Level Computer Science Coursebook offers students detailed descriptions of the concepts, reinforced with examples that outline complex subject matter in a clear way. Alongside fundamental definitions, higher level programming skills are developed through the explanation of processes and consolidated by practical exam-type questions for students to attempt."-- Publisher description.

**Mobile HTML5** "O'Reilly Media, Inc."

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c: out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives

knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

"O'Reilly Media, Inc."

HTML5 is not just a replacement for plugins. It also makes the Web a first-class development environment by giving JavaScript programmers a solid foundation for building industrial-strength applications. This practical guide takes you beyond simple site creation and shows you how to build self-contained HTML5 applications that can run on mobile devices and compete with desktop apps. You'll learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike. Store session data in the browser with local storage objects Save trips to the server: store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline—and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms, multimedia, graphics, and geolocation "HTML5 is all the rage these days, but it's more than just a buzzword. Programming HTML5 Applications provides the knowledge to guide you through all the new technologies needed to make modern web applications." --Ralph Whitbeck, cohost of The Official jQuery Podcast

Best Sellers - Books :

- [I Will Teach You To Be Rich: No Guilt. No Excuses. Just A 6-week Program That Works \(second Edition\) By Ramit Sethi](#)
- [It's Not Summer Without You By Jenny Han](#)
- [Things We Never Got Over \(knockemout\) By Lucy Score](#)
- [Saved: A War Reporter's Mission To Make It Home](#)
- [The Courage To Be Free: Florida's Blueprint For America's Revival By Ron Desantis](#)
- [My Butt Is So Christmassy!](#)
- [Chicka Chicka Boom Boom \(board Book\) By Bill Martin Jr.](#)
- [The Housemaid's Secret: A Totally Gripping Psychological Thriller With A Shocking Twist](#)
- [A Court Of Thorns And Roses Paperback Box Set \(5 Books\)](#)
- [Oh, The Places You'll Go!](#)