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# Javascript The Good Parts Douglas Crockford

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The Definitive Guide

Head First JavaScript Programming

The Good Parts. - Includes Index

Programming TypeScript

A Brain-Friendly Guide

JavaScript & JQuery: The Missing Manual

Perl Testing

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JavaScript: The Good Parts

Object-Oriented JavaScript

jQuery Cookbook  
JavaScript: The Definitive Guide  
Coders at Work  
Practical Modern JavaScript

*JavaScript The Good  
Parts Douglas  
Crockford*

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## **ANASTASIA AXEL**

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*The Definitive Guide* "O'Reilly Media, Inc."

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working

with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual

examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

*Head First JavaScript Programming*

Createspace Independent Publishing Platform

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent

JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best

learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

### **The Good Parts. - Includes Index**

Jones & Bartlett Publishers

Javascript incorporates some of the best and worst ideas in programming languages. In this segment, Doug Crockford introduces the Javascript programming language, covering all of the core language features, including numbers, strings, operators, arrays, objects, and functions, pointing out the good, the bad, and the ugly features of

the language as he goes. You'll learn about some common Javascript patterns, why lambda is cool, why you should never, ever use eval, and why you should always declare everything.

Programming TypeScript Packt Publishing Ltd

Part of the fun of programming in Perl lies in tackling tedious tasks with short, efficient, and reusable code. Often, the perfect tool is the one-liner, a small but powerful program that fits in one line of code and does one thing really well. In Perl One-Liners, author and impatient hacker Peteris Kruminis takes you through more than 100 compelling one-liners that do all sorts of handy things, such as manipulate line spacing, tally column values in a table, and get a list of users on a system. This cookbook of

useful, customizable, and fun scripts will even help hone your Perl coding skills, as Krumins dissects the code to give you a deeper understanding of the language. You'll find one-liners that: \* Encode, decode, and convert strings \* Generate random passwords \* Calculate sums, factorials, and the mathematical constants  $\pi$  and  $e$  \* Add or remove spaces \* Number lines in a file \* Print lines that match a specific pattern \* Check to see if a number is prime with a regular expression \* Convert IP address to decimal form \* Replace one string with another And many more! Save time and sharpen your coding skills as you learn to conquer those pesky tasks in a few precisely placed keystrokes with Perl One-Liners.

[A Brain-Friendly Guide](#) "O'Reilly Media,

Inc."

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.

*JavaScript & JQuery: The Missing Manual*  
"O'Reilly Media, Inc."

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 plug-ins "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!*

**Perl Testing** "O'Reilly Media, Inc." Looks at the Perl test tools and offers a series of exercises that cover such topics as bundling test suites, testing databases, and testing Web sites and projects.

**You Don't Know JS: Types & Grammar** "O'Reilly Media, Inc."



No matter how much experience you have with JavaScript, odds are you don't fully understand the language. As part of the "You Don't Know JS" series, this compact guide explores JavaScript types in greater depth than previous treatments by looking at type coercion problems, demonstrating why types work, and showing you how to take advantage of these features. Like other books in this series, *You Don't Know JS: Types & Grammar* dives into trickier parts of the language that many JavaScript programmers simply avoid or assume don't exist (like types). Armed with this knowledge, you can achieve true JavaScript mastery. With this book you will: Get acquainted with JavaScript's seven types: null, undefined, boolean, number, string, object, and

symbol Understand why JavaScript's unique array, string, and number characteristics may delight or confound you Learn how natives provide object wrappers around primitive values Dive into the coercion controversy—and learn why this feature is useful in many cases Explore various nuances in JavaScript syntax, involving statements, expressions, and other features *JavaScript Patterns* Manning Publications Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C,

Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools  
Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages  
Pointers, addresses, and memory management with ARC  
Properties and Key-Value Coding (KVC)  
Class extensions  
Categories  
Classes from the Foundation framework  
Blocks  
Delegation, target-

action, and notification design patterns  
Key-Value Observing (KVO)  
Runtime basics  
*The R Inferno* O'Reilly Media  
Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that

produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

#### The Good Parts Apress

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.

#### Dive into ES6 and the Future of

#### JavaScript Packt Publishing Ltd

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will: Explore how the this binding points to objects based on how the function is called Look into the nature of JS objects

and why you'd need to point to them  
Learn how developers use the mixin  
pattern to fake classes in JS Examine  
how JS's prototype mechanism forms  
links between objects Learn how to  
move from class/inheritance design to  
behavior delegation Understand how the  
OLOO (objects-linked-to-other-objects)  
coding style naturally implements  
behavior delegation

*HTML5 and JavaScript Projects* Pearson  
Education

Asynchronous JavaScript is everywhere,  
whether you're using Ajax, AngularJS,  
Node.js, or WebRTC. This practical guide  
shows intermediate to advanced  
JavaScript developers how Promises can  
help you manage asynchronous code  
effectively—including the inevitable  
flood of callbacks as your codebase

grows. You'll learn the inner workings of  
Promises and ways to avoid difficulties  
and missteps when using them. The  
ability to asynchronously fetch data and  
load scripts in the browser broadens the  
capabilities of JavaScript applications.  
But if you don't understand how the  
async part works, you'll wind up with  
unpredictable code that's difficult to  
maintain. This book is ideal whether  
you're new to Promises or want to  
expand your knowledge of this  
technology. Understand how async  
JavaScript works by delving into  
callbacks, the event loop, and threading  
Learn how Promises organize callbacks  
into discrete steps that are easier to  
read and maintain Examine scenarios  
you'll encounter and techniques you can  
use when writing real-world applications

Use features in the Bluebird library and jQuery to work with Promises Learn how the Promise API handles asynchronous errors Explore ECMAScript 6 language features that simplify Promise-related code

*A JavaScript and jQuery Developer's Guide* No Starch Press

Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual

programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

**The Big Nerd Ranch Guide** "O'Reilly Media, Inc."

JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an

intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

*Structure and Interpretation of Computer Programs, second edition* "O'Reilly Media, Inc."

What if you could condense Java down to its very best features and build better applications with that simpler version? In this book, veteran Sun Labs engineer Jim Waldo reveals which parts of Java are most useful, and why those features make Java among the best programming languages available. Every language eventually builds up crud, Java included. The core language has become increasingly large and complex, and the libraries associated with it have grown even more. Learn how to take advantage of Java's best features by working with an example application throughout the book. You may not like some of the features Jim Waldo considers good, but

they'll actually help you write better code. Learn how the type system and packages help you build large-scale software Use exceptions to make code more reliable and easier to maintain Manage memory automatically with garbage collection Discover how the JVM provides portability, security, and nearly bug-free code Use Javadoc to embed documentation within the code Take advantage of reusable data structures in the collections library Use Java RMI to move code and data in a distributed network Learn how Java concurrency constructs let you exploit multicore processors.

[JavaScript](#) O'Reilly Media

Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a

companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: [www.codersatwork.com](http://www.codersatwork.com). The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing

Award (2006) and first female IBM fellow  
 Joe Armstrong: Inventor of Erlang  
 Joshua Bloch: Author of the Java collections framework, now at Google  
 Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger  
 Douglas Crockford: JSON founder, JavaScript architect at Yahoo!  
 L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1  
 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation  
 Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal  
 Dan Ingalls: Smalltalk implementor and designer  
 Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler  
 Donald Knuth: Author of The Art of Computer Programming

and creator of TeX  
 Peter Norvig: Director of Research at Google and author of the standard text on AI  
 Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress  
 Ken Thompson: Inventor of UNIX  
 Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

### **Object-Oriented JavaScript - Second Edition** No Starch Press

JavaScript lets you supercharge your web pages with animation, interactivity, and visual effects, but learning the language isn't easy. This fully updated and expanded guide takes you step-by-step through JavaScript basics, then shows you how to save time and effort with jQuery--the library of prewritten JavaScript code--and the newest



innovations from the jQuery UI plug-in. The Principles of Object-Oriented JavaScript No Starch Press  
Get past all the hype about PHP and dig into the real power of this language. This book explores the most useful features of PHP and how they can speed up the web development process, and explains why the most commonly used PHP elements are often misused or misapplied. You'll learn which parts add strength to object-oriented programming, and how to use certain features to integrate your application with databases. Written by a longtime member of the PHP community, *PHP: The Good Parts* is ideal for new PHP programmers, as well as web developers switching from other languages. Become familiar with PHP's basic syntax,

variables, and datatypes Learn how to integrate the language with web pages Understand how to use strings, arrays, and PHP's built-in functions Discover the advantages of using PHP as an object-oriented language Explore how PHP interacts with databases, such as SQLite and MySQL Learn input- and output-handling best practices to prevent security breaches

*Java* "O'Reilly Media, Inc."

The JavaScript Programming Language provides a brief introduction to the JavaScript language that is now an important component of every programmers tool box. It offers an overview of JavaScript to students interested in pursuing advanced programming skills. Clear and Concise, The JavaScript Programming Language is

an excellent primer to this popular dynamic language and is ideal for use on its own or when coupled with one of Jones and Bartlett's outstanding introductory computer science texts.

Best Sellers - Books :

- [The Democrat Party Hates America](#)
- [Feel-good Productivity: How To Do More Of What Matters To You](#)
- [The Summer Of Broken Rules](#)
- [Heart Bones: A Novel By Colleen Hoover](#)
- [Haunting Adeline \(cat And Mouse Duet\) By H. D. Carlton](#)
- [The Alchemist, 25th Anniversary: A Fable About Following Your Dream](#)
- [What To Expect When You're Expecting By Heidi Murkoff](#)
- [A Court Of Frost And Starlight \(a Court Of Thorns And Roses, 4\)](#)
- [The Housemaid](#)
- [Twisted Games \(twisted, 2\)](#)