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JavaScript Bible

By Danny Goodman, Michael Morrison, Paul Novitski, Tia Gustaff Rayl



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JavaScript Bible By Danny Goodman, Michael Morrison, Paul Novitski, Tia Gustaff Rayl

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices

As the most comprehensive book on the market, the *JavaScript Bible* is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user.

You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques.

Coverage includes:

- JavaScript's Role in the World Wide Web and Beyond
- Developing a Scripting Strategy
- Selecting and Using Your Tools
- JavaScript Essentials
- Your First JavaScript Script
- Browser and Document Objects
- Scripts and HTML Documents
- Programming Fundamentals
- Window and Document Objects
- Forms and Form Elements
- Strings, Math, and Dates
- Scripting Frames and Multiple Windows
- Images and Dynamic HTML
- The String Object
- The Math, Number, and Boolean Objects
- The Date Object
- The Array Object
- JSON - Native JavaScript Object Notation
- E4X - Native XML Processing
- Control Structures and Exception Handling
- JavaScript Operators
- Function Objects and Custom Objects

- Global Functions and Statements
- Document Object Model Essentials
- Generic HTML Element Objects
- Window and Frame Objects
- Location and History Objects
- Document and Body Objects
- Link and Anchor Objects
- Image, Area, Map, and Canvas Objects
- Event Objects

Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

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Editorial Review

From the Back Cover

Get interactive with this definitive guide to JavaScript

Do you want to add interactivity to your web pages or gain more control over how browsers display your content? This bestselling guide shows you how to use JavaScript to give your site visitors a more engaging experience. Packed with sample code and ready-to-use scripts, it helps you quickly master JavaScript fundamentals and deploy strategies that best suit your web goals. You'll be on your way to writing scripts for rollover effects, taking advantage of Web 2.0, using JavaScript subr

- Explore the latest advances in JavaScript programming
- Develop a scripting strategy and select the right tools
- Master closures, generators, and iterators
- Apply the latest JavaScript exception handling and custom object techniques
- Harness the power of the Document Object Model
- Launch Web 2.0 applications using Ajax, E4X/XML, and JSON
- Perform data entry validation and enhance security
- outline libraries, and more!

What's on the CD-ROM?

You'll find a large collection of extras on the CD-ROM, including a searchable e-version of the book with additional reference details, and 29 bonus JavaScript chapters on advanced topics such as data-entry validation, debugging scripts, cross-browser dynamic HTML issues, and more.

Also on the CD:

- 10 full-fledged JavaScript applications
- 300+ ready-to-run scripts
- All the code in the book

System Requirements: See the CD-ROM appendix for details and complete system requirements.

CD-ROM Included!

- 29 bonus chapters
- 300+ ready-to-run scripts
- 10 real-world JavaScript applications

Make your web site interactive

Create dynamic content for today's browsers

Master Document Object Model concepts

About the Author

Danny Goodman is the author of numerous critically acclaimed and best-selling books, including *The Complete HyperCard Handbook*, *Danny Goodman's AppleScript Handbook*, *Dynamic HTML: The Definitive Reference*, and *JavaScript & DHTML Cookbook*. He is a renowned authority on and expert teacher of computer scripting languages. His writing style and pedagogy continue to earn praise from readers and teachers around the world.

Michael Morrison is a writer, developer, toy inventor, and author of a variety of books covering topics such as Java, C++, Web scripting, XML, game development, and mobile devices. Some of Michael's notable writing projects include *Faster Smarter HTML and XML*, *Teach Yourself HTML & CSS in 24 Hours*, and *Beginning Game Programming*. Michael is also the founder of Stalefish Labs (www.stalefishlabs.com), an entertainment company specializing in unusual games, toys, and interactive products.

Paul Novitski has been writing software as a freelance programmer since 1981. He once taught himself BASIC in order to write a machine language disassembler so that he could lovingly hack Wang's OIS microcode. He has focused on internet programming since the late '90s. His company, Juniper Webcraft, produces HTML-strict websites featuring accessible, semantic markup, separation of development layers, and intuitive user interfaces. He knows the righteousness of elegant code, the poignancy of living on the bleeding edge of wilderness, the sweet melancholy of mbira music, and the scorching joy of raising twin boys.

Tia Gustaff Rayl is a consultant who does development and training in database and Web technologies. Most recently she has published courseware for XHTML, CSS, JavaScript, and SQL. It comes as no surprise to those who know her that she began her software career with degrees in English and Education from the University of Florida. As is usual for most newcomers to the field, her introduction to computing was maintaining software. She went on to a long-standing career in the software industry in full life cycle system, application, and database development; project management; and training for PC and mainframe environments. In the mid-nineties she worked on early Web-enabled database applications, adding JavaScript to her repertoire. She continues to take on development projects to maintain her code-slinging skills. If she had any spare time (and money) she would go on an around-the-world cruise with her husband and two dogs.

Users Review

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Barbara Hall:

What do you about book? It is not important along with you? Or just adding material when you really need something to explain what your own problem? How about your spare time? Or are you busy person? If you don't have spare time to perform others business, it is make you feel bored faster. And you have extra time? What did you do? Everyone has many questions above. They must answer that question since just their can do this. It said that about reserve. Book is familiar in each person. Yes, it is proper. Because start from on kindergarten until university need this specific JavaScript Bible to read.

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Luis Poole:

What is your hobby? Have you heard that question when you got pupils? We believe that that question was given by teacher to their students. Many kinds of hobby, Everyone has different hobby. And you also know that little person like reading or as examining become their hobby. You need to know that reading is very important in addition to book as to be the factor. Book is important thing to incorporate you knowledge, except your teacher or lecturer. You get good news or update concerning something by book. Different categories of books that can you take to be your object. One of them is niagra JavaScript Bible.

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