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Learn JavaScript VISUALLY with Interactive Exercises: The Beautiful New Way to Learn a Programming Language (Learn Visually) eBook: Demirov, Ivelin: Amazon.co.uk: Kindle Store

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Learn JavaScript VISUALLY with Interactive Exercises: The Beautiful New Way to Learn a Programming Language. AUTHOR: Ivelin Demirov ... * I tried to learn JavaScript before ... One page of this visual JavaScript guide can equal one chapter of a conventional book as illustrations can make a world of difference over strictly words on a page!

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Learn JavaScript VISUALLY, by Ivelin Demirov. This runs in a similar vein to Jon Duckett's book above. It takes a very visual (hence the name) guide to learning the language. It is for absolute beginners and therefore isn't terribly deep—and it's also quite short. Recommended for true newbies only. Learning in Person at a Developer Bootcamp

The 5 Best Books to Learn JavaScript | DigitalCrafts

What You'll Learn Code from scratch and create computer graphics with JavaScript and the p5.js library Gain the necessary skills to move into your own creative projects Create graphics and interactive experiences using Processing Program using JavaScript and p5.js and secondarily in creating visuals Who This Book is For Artists or a visual designers.

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Learn JavaScript VISUALLY with Interactive Exercises Quotes Showing 1-1 of 1. "Think of your body as a program and your organs as functions. Yours organs are the functions, and they communicate by sharing information via variables that are taken as parameter for the organ and they do their own thing and the whole body functions in harmony." – Ivelin Demirov, Learn JavaScript VISUALLY with Interactive Exercises: The Beautiful New Way to Learn a Programming Language.

It's a beautifully illustrated full-color book that teaches JavaScript fundamentals through Metaphors, Analogies and Easy Step-by-Step Exercises"Learn JavaScript VISUALLY" is a modern breakthrough that makes learning programming more intuitive, easier, and fun. Using the most basic approach to learning that we all inherently know from childhood, "Learn JavaScript VISUALLY" solves the comprehension problem that so many other books cannot seem to bridge. Visual learners retain information very differently than their left brained counter-parts, and thus benefit from different approaches. Full color illustrations help memory triggers as your brain never forgets an image, metaphor or schema. One page of a visual guide can equal one chapter of a conventional book as illustrations can make a world of difference over strictly words on a page!If you found yourself struggling with programming, then this visual guide is your answer.

The mechanics of Web design made easy for visual learners An effective Web site combines good graphic design principles with a functional user interface. This colorful, step-by-step guide shows visual learners how to plan, develop, and publish a site, all with easy-to-follow lessons. Each task is illustrated with screen shots accompanied by numbered steps. You'll learn all the tools and techniques for creating great-looking Web sites that users will love. Good Web design incorporates basic graphic design principles as well as the techniques required to make a site easy to navigate and user-friendly Those who learn best when someone shows them how will quickly get up to speed with the full-color screen shots and step-by-step illustrations in this visual guide Covers planning a site, creating eye-popping content with popular Adobe tools, building in functionality with HTML and CSS, testing the

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site, taking it live, and keeping it up to date Companion Web site features code and design examples for experimentation If you find learning easier when someone shows you how to do something, you'll quickly learn to build Web sites with Teach Yourself VISUALLY Web Design.

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.

Do you want to develop a skill that will ensure you never go jobless again? Have you always wanted to learn how to program but could never afford those ridiculously expensive courses? Developers and programmers are amongst the highest paid professions in the world, and according to the US Bureau of Labor Statistics, the number of jobs for software and app developers will increase by a shocking 24% in the next few years. In 2019, the tech industry posted 4.6 million job openings in the US job market, and their direct economic output was estimated at 1.9 trillion dollars. There's no doubt that the IT industry is the future, and software, web, and app developers are and will be the most coveted professionals for many years to come. But here's the shock you may not have seen coming: the IT industry has a backdoor--you only need to know how to open it in order to jump straight on that cash wagon. The key to that door is JavaScript, a programming language that has withstood the test of time and has become one of the most used languages. You might have heard about some of the companies that use JavaScript: Netflix, Google, Microsoft, eBay, Facebook, Uber, PayPal... The list goes on and on. Being proficient in JavaScript will basically ensure that you never run out of job options. As with pursuing any new concept, learning how to program can be intimidating, especially for beginners. Even though JavaScript is incredibly beginner-friendly, it's still complex enough for you to need a guide to lead you through the process of mastering it.

Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js's spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js's capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games and mobile apps.

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.

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Ready to learn JavaScript? Start Here! Learn the fundamentals of modern programming with JavaScript—and begin building your first apps for the web. If you have no previous experience with JavaScript, no problem—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning JavaScript Learn the basics of JavaScript programming Find out how to access browser content from JavaScript Manage images and validate form entries Retrieve data using the JavaScript Object Notation (JSON) Use JavaScript and HTML5 in Windows 8 applications Put it all together by creating your first programs

Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have

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never programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views PART 3 JAVASCRIPT IN THE BROWSER HTML: building web pages Controls: getting user input Templates: filling placeholders with data XHR: loading data Conclusion: get programming with JavaScript BONUS ONLINE CHAPTERS Node: running JavaScript outside the browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging

The brain processes visual information 60,000 times faster than text!!! Visual learners retain information quite differently in comparison to their left brained counterparts enabling them to benefit more from different approaches. This Book will visualize Python like never before and I can't wait for you to try it.

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