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Production Ready GraphQL Simon and Schuster

Ever wonder about Laravel and how best to leverage it? When should you use it? What's the best way to set it up? Sick of books throwing technical terms your way that you need another book to understand? Finally, a book that can be understood by the common people!

Learning React Native Simon and Schuster

Exploring recent developments in the rapidly evolving field of game real-time rendering, GPU Zen assembles a high-quality collection of cutting-edge contributions for programming the GPU. Rendering (Patrick Cozzi)1. Adaptive GPU Tessellation with Compute Shaders by Jad Houry, Jonathan Dupuy, and Christophe Riccio2. Applying Vectorized Visibility on All frequency Direct Illumination by Ho Chun Leung, Tze Yui Ho, Zhenni Wang, Chi Sing Leung, Eric Wing Ming Wong3. Non-periodic Tiling of Noise-based Procedural Textures by Aleksandr Kirillov4. Rendering Surgery Simulation with Vulkan by Nicholas Milef, Di Qi, and Suvranu De5. Skinned Decals by Hawar DoghramachiEnvironmental Effects (Wolfgang Engel)1. Real-Time Fluid Simulation in Shadow of the Tomb Raider by Peter Sikachev, Martin Palko and Alexandre Chekroun2. Real-time Snow Deformation in Horizon Zero Dawn: The Frozen Wilds by Kevin ÖrtegrenShadows (Maurizio Vives)1. Soft Shadow Approximation for Dappled Light Sources by Mariano Merchante2. Parallax-Corrected Cached Shadow Maps by Pavlo Turchyn3D Engine Design (Wessam Bahnassi)1. Real-Time Layered Materials Compositing Using Spatial Clustering Encoding by Sergey Makeev2. Procedural Stochastic Textures by Tiling and Blending by Thomas Deliot and Eric Heitz3. A Ray Casting Technique for Baked Texture Generation by Alain Galvan and Jeff Russell4. Writing an efficient Vulkan renderer by Arseny Kapoulkine5. glTF - Runtime 3D Asset Delivery by Marco HutterRay Tracing (Anton Kaplanyan)1. Real-Time Ray-Traced One-Bounce Caustics by Holger Gruen2. Adaptive Anti-Aliasing using Conservative Rasterization and GPU Ray Tracing by Rahul

Sathe, Holger Gruen, Adam Marrs, Josef Spjut, Morgan McGuire, Yury Uralsky

GPU Zen 2 "O'Reilly Media, Inc."

WPF Control Development Unleashed Building Advanced User Experiences In this book, two leading Windows Presentation Foundation experts give developers everything they need to build next-generation WPF applications—software that is more robust, usable, and compelling. Drawing on their close ties with Microsoft's WPF development team, Pavan Podila and Kevin Hoffman give you a clear, robust, and practical understanding of WPF, its underpinnings, its overall architecture, and its design philosophy. Podila and Hoffman introduce never-before-published WPF design patterns and support them with robust, real-world code examples—all presented in full color, just as they appear in Visual Studio. The authors begin by explaining how to “think in WPF,” and then introduce powerful new techniques for everything from handling 3D layouts to creating game-like physics effects. Along the way, they offer in-depth coverage of data binding, building interactivity, and control development: three of WPF's most challenging concepts. You'll learn how to choose the right WPF features for every programming challenge, and use those features far more creatively and effectively. If you want to build truly outstanding WPF applications, this is the book that will get you there. Master the patterns and techniques you need to build state-of-the-art WPF applications Write more powerful and effective applications that reflect a deep understanding of WPF's design philosophy Learn how WPF has evolved, and take full advantage of its growing sophistication Make the most of advanced declarative programming techniques Leverage IScrollInfo, virtualization, control theming, and other complex features Build more powerful interactivity into your WPF applications Create more visual software with 3D elements, custom animations, and shader effects Optimize WPF application performance in real-world environments Master design patterns for organizing your controls more effectively Category: .NET Programming / WPF Covers: Windows Presentation Foundation User Level: Intermediate—Advanced *Beginning App Development with Flutter* O'Reilly Media

Fast-track your web development skills to build high performance SPA with Angular 2 and beyond About This Book Up to date with the latest API changes introduced by Angular 2 and 4 Get familiar with the improvements to directives, change detection, dependency injection, router, and more Understand Angular's new component-based architecture Start using TypeScript to supercharge your Angular applications Who This Book Is For Do you want to jump in at the deep end of Angular? Or perhaps you're interested assessing the changes to AngularJS before moving over? If so, then "Getting Started with Angular" is the book for you. To get the most out of the book, you'll need to be familiar with AngularJS 1.x, and have a good understanding of JavaScript. What You Will Learn Understand the changes made from AngularJS with side-by-side code samples to help demystify the Angular learning curve Start working with Angular's new method of implementing directives Use TypeScript to write modern, powerful Angular applications Dig in to the change detection method, and other architectural changes to make sure you know what's going on under the hood of Angular Get to work with the new router in Angular Use the new features of Angular, including pipes, and the updated features such as forms, services, and dependency injection Learn about the server-side rendering in Angular to keep your new applications SEO-friendly Enhance your applications using Ahead-of-Time compilation and Web Workers In Detail I'm delighted to see this new update and hope it helps you build amazing things with Angular. - Misko Hevery, Creator of AngularJS and Angular Angular is the modern framework you need to build performant and robust web applications. This book is the quickest way to upgrade your AngularJS knowledge to the brave new world of Angular, and get grips with the framework. It starts with an overview putting the changes of the framework in context with version 1. After that, you will be taken on a TypeScript crash-course so you can take advantage of Angular in its native, statically-typed environment. You'll explore the new change detection mechanism in detail, how directives and components have changed, how you create applications with Angular, and much more. Next, you'll understand how to efficiently develop forms, use the router,

implement communication with HTTP services, and transform data with custom pipes. Finally, we will take a look at the Angular's Ahead-of-Time compiler, angular-cli and other such tools that help us build professional applications. By the end of the book, you'll be ready to start building quick and efficient Angular applications compatible with v2 and v4, that take advantage of all the new features on offer. This book is up to date for the 2.4 release and is compatible with the 4.0 release as well. Style and approach Starting with a comparison between Angular versions, this book is filled with side-by-side code examples to help highlight the changes. Each chapter then looks at major changes to the framework and is filled with small examples and sample code to get you started.

Coding with JavaScript For Dummies Apress

A guide on how to be a Programmer - originally published by Robert L Read

[https://braydie.gitbooks.io/how-to-be-a-programmer/content/Node.js Design Patterns](https://braydie.gitbooks.io/how-to-be-a-programmer/content/Node.js%20Design%20Patterns) Apress

Build consistent web apps with Redux by easily centralizing the state of your application. About This Book Write applications that behave consistently, run in different environments (client, server and native), and are easy to test Take your web apps to the next level by combining the power of Redux with other frameworks such as React and Angular Uncover the best practices and hidden features of Redux to build applications that are powerful, consistent, and maintainable Who This Book Is For This book targets developers who are already fluent in JavaScript but want to extend their web development skills to develop and maintain bigger applications. What You Will Learn Understand why and how Redux works Implement the basic elements of Redux Use Redux in combination with React/Angular to develop a web application Debug a Redux application Interface with external APIs with Redux Implement user authentication with Redux Write tests for all elements of a Redux application Implement simple and more advanced routing with Redux Learn about server-side rendering with Redux and React Create higher-order reducers for Redux Extend the Redux store via middleware In Detail The book starts with a short introduction to the principles and the ecosystem of Redux, then moves on to show how to implement the basic elements of Redux and put them together. Afterward, you are going to learn how to integrate Redux with other frameworks,

such as React and Angular. Along the way, you are going to develop a blog application. To practice developing growing applications with Redux, we are going to start from nothing and keep adding features to our application throughout the book. You are going to learn how to integrate and use Redux DevTools to debug applications, and access external APIs with Redux. You are also going to get acquainted with writing tests for all elements of a Redux application. Furthermore, we are going to cover important concepts in web development, such as routing, user authentication, and communication with a backend server After explaining how to use Redux and how powerful its ecosystem can be, the book teaches you how to make your own abstractions on top of Redux, such as higher-order reducers and middleware. By the end of the book, you are going to be able to develop and maintain Redux applications with ease. In addition to learning about Redux, you are going be familiar with its ecosystem, and learn a lot about JavaScript itself, including best practices and patterns. Style and approach This practical guide will teach you how to develop a complex, data-intensive application leveraging the capabilities of the Redux framework.

Learning GraphQL Packt Publishing Ltd

Any programmer working with a dynamically typed language will tell you how hard it is to scale to more lines of code and more engineers. That's why Facebook, Google, and Microsoft invented gradual static type layers for their dynamically typed JavaScript and Python code. This practical book shows you how one such type layer, TypeScript, is unique among them: it makes programming fun with its powerful static type system. If you're a programmer with intermediate JavaScript experience, author Boris Cherny will teach you how to master the TypeScript language. You'll understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code across more engineers than you could before. In this book, you'll: Start with the basics: Learn about TypeScript's different types and type operators, including what they're for and how they're used Explore advanced topics: Understand TypeScript's sophisticated type system, including how to safely handle errors and build asynchronous programs Dive in hands-on: Use TypeScript with your favorite frontend and backend frameworks, migrate your existing JavaScript project to TypeScript, and run your TypeScript application in production

Testing JavaScript Applications Packt Publishing Ltd

Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease About This Book Create reusable patterns and modules by leveraging the new features of Node.js . Understand the asynchronous single thread design of node and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use case scenarios Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators and the async-await syntax Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application Untangle your modules by organizing and connecting them coherently Reuse well-known techniques to solve common design and coding issues Explore the latest trends in Universal JavaScript, learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications In Detail Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components, and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the "Node.js way" of dealing with design and coding decisions. The book kicks off by exploring the basics of Node.js describing its asynchronous single-threaded architecture and the main design patterns. It then shows you how to master the asynchronous

control flow patterns, and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal JavaScript, and scalability' and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real-time server-side apps.

Think DSP karamvir singh

In this book, you will learn design patterns, performance and rendering patterns for building high-quality web applications using modern JavaScript and React. Patterns are time-tested templates for writing code. They can be really powerful, whether you're a seasoned developer or beginner, bringing a valuable level of resilience and flexibility to your codebase. Whether it's better user-experience, developer-experience or just smarter architecture, the patterns in "Learning Patterns" can be a valuable consideration for any modern web application.

Learning JavaScript Design Patterns "O'Reilly Media, Inc."

If you want to learn how to build efficient user interfaces with React, this is your book. Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large-scale, data-driven websites without page reloads. Along the way, you'll learn how to work with functional programming and the latest ECMAScript features. Developed by Facebook, and used by companies including Netflix, Walmart, and The New York Times for large parts of their web interfaces, React is quickly growing in use. By learning how to build React components with this hands-on guide, you'll fully understand how useful React can be in your organization. Learn key functional programming concepts with JavaScript Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history, bookmarks, and other features of single-page applications Learn how to structure React applications with

servers in mind

How to Be a Programmer Packt Publishing Ltd

Use React and React Native to build applications for desktop browsers, mobile browsers, and even as native mobile apps About This Book Build React and React Native applications using familiar component concepts Dive deep into each platform, from routing in React to creating native mobile applications that can run offline Use Facebook's Relay, React and GraphQL technologies, to create a unified architecture that powers both web and native applications Who This Book Is For This book is written for any JavaScript developer—beginner or expert—who wants to start learning how to put both of Facebook's UI libraries to work. No knowledge of React is needed, though a working knowledge of ES2015 will help you follow along better. What You Will Learn Craft reusable React components Control navigation using the React Router to help keep your UI in sync with URLs Build isomorphic web applications using Node.js Use the Flexbox layout model to create responsive mobile designs Leverage the native APIs of Android and iOS to build engaging applications with React Native Respond to gestures in a way that's intuitive for the user Use Relay to build a unified data architecture for your React UIs In Detail React and React Native allow you to build cross-platform desktop and mobile applications using Facebook's innovative UI libraries. Combined with the Flux data architecture and Relay, you can now create powerful and feature-complete applications from just one code base! This book is split into three parts. The first part shows you how to start crafting composable UIs using React, from rendering with JSX and creating reusable components through to routing and creating isomorphic applications that run on Node. We then move on to showing you how to take the concepts of React and apply them to building Native UIs using React Native. You'll find out how to build responsive and streamlined UIs that can properly handle user interactions in a mobile environment. You'll also learn how to access device-specific APIs such as the geolocation API, and how to handle offline development with React Native. Finally, we'll tie all of these skills together and shows you how you can create React applications that run on every major platform. As well as understanding application state in depth, you'll learn how to leverage Relay to make feature-complete, data-driven web and native mobile applications. Style and approach Split into three

major sections to help organize your learning, this hands-on, code-first book will help you get up to speed with React and React Native—the UI framework that powers Netflix, Yahoo, and Facebook.

Laravel for Beginners John Wiley & Sons

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

Getting Started with React Packt Publishing Ltd

Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started

off quickly and painlessly, with plenty of hands-on practice.

WPF Control Development Unleashed Manning Publications
Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library [Learning Redux](#) Sams Publishing

Flutter is Google's UI toolkit for creating beautiful and native applications for mobile, desktop and web from a single Dart codebase. In this book we cover in detail the Dart programming language (version 2.10, with null safety support) and the Flutter framework (version 1.20). While reading the chapters, you'll find a lot of good practices, tips and performance advices to build high quality products. The book is divided in 3 parts. PART 1: It's about the Dart programming language (classes, exceptions, inheritance, null safety, streams, SOLID principles...). PART 2. It's about the Flutter framework (localization, routing, state management with Bloc and Provider, testing, performances with DevTools, animations...). PART 3. It's a long collection of examples (using Firestore, monetizing apps, using gestures, networking, publishing packages at pub.dev, race recognition with ML kits, playing audio and video...). The official website of the book contains the complete source code of the examples and a "Quiz Game" to test your Dart and Flutter skills!

Beginning Flutter Packt Publishing Ltd

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

Angular Router Marc-Andre Giroux

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by

Allen Downey.

Getting Started with Angular "O'Reilly Media, Inc."

Learn to build fast and scalable software in JavaScript with Node.js Node.js is a powerful and popular new framework for writing scalable network programs using JavaScript. This no nonsense book begins with an overview of Node.js and then quickly dives into the code, core concepts, and APIs. In-depth coverage pares down the essentials to cover debugging, unit testing, and flow control so that you can start building and testing your own modules right away. Covers node and asynchronous programming main concepts Addresses the basics: modules, buffers, events, and timers Explores streams, file systems, networking, and automated unit testing Goes beyond the basics, and shares techniques and tools for debugging, unit testing, and flow control If you already know JavaScript and are curious about the power of Node.js, then this is the ideal book for you.

Learning Apex Programming Apress

A light but powerful way to build dynamic real-time applications using ReactJS About This Book Learn how to develop powerful JavaScript applications using ReactJS Integrate a React-based app with an external API (Facebook login) while using React components, with the Facebook developer app Implement the Reactive paradigm to build stateless and asynchronous apps with React Who This Book Is For This book is for any front-end web or mobile-app developer who wants to learn ReactJS. Knowledge of basic JavaScript will give you a good head start with the book. What You Will Learn Understand the ReactJS basics through an overview Install and create your first React component Refactor the ReactJS component using JSX Integrate your React application with the Facebook login and Graph API, then fetch data from your liked pages in Facebook and display them in a browser Handle UI elements events with React, respond to users input, and create stateful components Use some core lifecycle events for integration and find out about ES6 syntaxes in the React world Understand the FLUX architecture and create an application using FLUX with React Make a component more reusable with mixins and validation helpers and structure your components properly Explore techniques to test your ReactJS code Deploy your code using webpack and Gulp In Detail ReactJS, popularly known as the V (view) of the MVC architecture, was developed by the Facebook and Instagram developers. It follows a unidirectional data flow,

virtual DOM, and DOM difference that are generously leveraged in order to increase the performance of the UI. Getting Started with React will help you implement the Reactive paradigm to build stateless and asynchronous apps with React. We will begin with an overview of ReactJS and its evolution over the years, followed by building a simple React component. We will then build the same react component with JSX syntax to demystify its usage. You will see how to configure the Facebook Graph API, get your likes list, and render it using React. Following this, we will break the UI into components and you'll learn how to establish communication between them and respond to users input/events in order to have the UI reflect their state. You'll also get to grips with the ES6 syntaxes. Moving ahead, we will delve into the FLUX and its architecture, which is used to build client-side web applications and complements React's composable view components by utilizing a unidirectional data flow. Towards the end, you'll find out how to make your components reusable, and test and deploy them into a production environment. Finally, we'll briefly touch on other topics such as React on the server side, Redux and some advanced concepts. Style and approach The

book follows a step-by-step, practical, tutorial approach with examples that explain the key concepts of ReactJS. Each topic is sequentially explained and contextually placed to give sufficient details of ReactJS.

Foundations of GTK+ Development Packt Publishing Ltd

The Joy of JavaScript introduces techniques that turn JavaScript programmers into JavaScript pros. Summary Whether building interactive browser-based applications or creating server-side applications in Node, JavaScript is the most widely used language for web programming. With new features, language improvements, paradigms, and potential use cases appearing regularly, there's never been a more exciting time to be a JavaScript developer. In The Joy of JavaScript, author and JavaScript expert Luis Atencio teaches you key design concepts that lead to clean, lean, modular, and easy-to-maintain code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology JavaScript is at the heart of web applications on the browser side and, via the popular Node.js runtime, it often powers

the server side too. Simply put, the web runs on JavaScript. About the book The Joy of JavaScript introduces techniques that turn JavaScript programmers into JavaScript pros. You'll work with cutting edge APIs, language features, and coding styles to tackle tricky problems in an elegant manner. Along the way, you'll practice good object design, drive business logic with functional thinking, and untangle complex data flows. What's inside JavaScript's objects and module system Working with higher order functions Identifying and creating composable software Preparing for upcoming JavaScript features About the reader Written for experienced and passionate JavaScript developers. About the author Luis Atencio is a software engineer for Citrix Systems, author of Manning's Functional Programming in JavaScript, and co-author of Manning's RxJS in Action. Table of Contents 1 JavaScript reloaded PART 1 - OBJECTS 2 Inheritance-based object modeling 3 Linked, compositional object models PART 2 - FUNCTIONS 4 Writing composable, pure code 5 Higher-kinded composition PART 3 - CODE 6 ECMAScript Modules 7 Hooked on metaprogramming PART 4 - DATA 8 Linear async flows 9 Stream programming