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Soggetti	Computer software - Reusability JavaScript (Computer program language) Object-oriented programming (Computer science) Software patterns Electronic books.
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Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: Introduction; A Bit of History; The Winds of Change; The Present; The Future; Object-Oriented Programming; Objects; Classes; Encapsulation; Aggregation; Inheritance; Polymorphism; OOP Summary; Setting up Your Training Environment; Getting the Tools You Need; Using the Firebug Console; Summary; Chapter 2: Primitive Data Types, Arrays, Loops, and Conditions; Variables; Variables are Case Sensitive; Operators; Primitive Data Types; Finding out the Value Type -the typeof Operator; Numbers; Octal and Hexadecimal Numbers; Exponent Literals; Infinity NaNStrings; String Conversions; Special Strings; Booleans; Logical Operators; Operator Precedence; Lazy Evaluation; Comparison; Undefined and null; Primitive Data Types Recap; Arrays; Adding/Updating Array Elements; Deleting Elements; Arrays of arrays; Conditions and Loops; Code Blocks; if Conditions; Checking if a Variable Exists; Alternative if Syntax; Switch; Loops; While Loops; Do-

while loops; For Loops; For-in Loops; Comments; Summary; Exercises; Chapter 3: Functions; What is a Function?; Calling a Function; Parameters; Pre-defined Functions; parseInt(); parseFloat(); isNaN(); isFinite() Encode/Decode URIs eval(); A Bonus-the alert() Function; Scope of Variables; Functions are Data; Anonymous Functions; Callback Functions; Callback Examples; Self-invoking Functions; Inner (Private) Functions; Functions that Return Functions; Function, Rewrite Thyself!; Closures; Scope Chain; Lexical Scope; Breaking the Chain with a Closure; Closure #1; Closure #2; A Definition and Closure #3; Closures in a Loop; Getter/Setter; Iterator; Summary; Exercises; Chapter 4: Objects; From Arrays to Objects; Elements, Properties, Methods; Hashes, Associative Arrays; Accessing Object's Properties Calling an Object's Methods Altering Properties/Methods; Using this Value; Constructor Functions; The Global Object; constructor Property; instanceof Operator; Functions that Return Objects; Passing Objects; Comparing Objects; Objects in the Firebug Console; Built-in Objects; Object; Array; Interesting Array Methods; Function; Properties of the Function Objects; Methods of the Function Objects; The arguments Object Revisited; Boolean; Number; String; Interesting Methods of the String Objects; Math; Date; Methods to Work with Date Objects; RegExp; Properties of the RegExp Objects Methods of the RegExp Objects String Methods that Accept Regular Expressions as Parameters; search() and match(); replace(); Replace callbacks; split(); Passing a String When a regexp is Expected; Summary; Exercises; Chapter 5: Prototype; The prototype Property; Adding Methods and Properties Using the Prototype; Using the Prototype's Methods and Properties; Own Properties versus prototype Properties; Overwriting Prototype's Property with Own Property; Enumerating Properties; isPrototypeOf(); The Secret __proto__ Link; Augmenting Built-in Objects; Augmenting Built-in Objects-Discussion Some Prototype gotchas

Sommario/riassunto

Create scalable, reusable high-quality JavaScript applications and libraries
