

1. Record Nr.	UNINA990001163530403321
Titolo	Topology Theory and Applications
Pubbl/distr/stampa	s.l. : North-Holland, 1985
Collana	Colloquia mathematica Societatis János Bolyai ; 41
Locazione	MA1
Collocazione	202-B-14-(41)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Edited by A.Csaszar
2. Record Nr.	UNINA9910816916603321
Autore	Nance C (Christopher)
Titolo	TypeScript essentials : develop large scale responsive web applications with TypeScript // Christopher Nance
Pubbl/distr/stampa	Birmingham, [England] : , : Packt Publishing, , 2014 ©2014
ISBN	1-78398-577-1
Edizione	[1st edition]
Descrizione fisica	1 online resource (182 p.)
Collana	Community Experience Distilled
Disciplina	001.6424
Soggetti	TypeScript (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with TypeScript; The advantages of TypeScript; Setting up the IDE; Hello World; Command-line compilation; Integrating Visual Studio; Creating a new project; Build options; Summary; Chapter 2: TypeScript Basics; Types; Functions; Interfaces; Classes; Definitions; Interfaces;

Static and instance members; Properties; Enums; Modules; Internal modules; Generic objects; Summary; Chapter 3: The TypeScript Compiler; Generation of ECMAScript; ECMAScript version Code manipulation Controlling compiler output; JavaScript output; Source maps; Advanced options; Summary; Chapter 4: Object-oriented Programming with TypeScript; The basics; SOLID - object-oriented design; Understanding inheritance; Encapsulation; Abstraction; Polymorphism; Method overloading; Operator overloading; Method overrides; References; Summary; Chapter 5: Creating a Simple Drawing Application; Setting up the project; The shapes; Basic shapes; Drawing shapes; Making the application interactive; The engine; Mouse events; User options; Summary

Chapter 6: Declaration Files and Library Integrations Declaration files; Third-party library integration; Installing NuGet packages; Integrating with jQuery; Integrating with Knockout; Using RequireJS; Summary; Chapter 7: Enhancing the Drawing Application; Converting to AMD modules; Binding the user controls; Reusable controls; Creating a View Model; Generating a single output file; Styling the application; Summary; Chapter 8: Debugging TypeScript; Debugging; Source maps; Debuggers; Test-driven development; Unit testing; Adding tests; Summary; Index

Sommario/riassunto

The book introduces the TypeScript language and its features to anyone looking to develop rich web applications. Whether you are new to web development or are an experienced engineer with strong JavaScript skills, this book will get you writing code quickly. A basic understanding of JavaScript and its language features are necessary for this book.
