

1. Record Nr.

UNISA996393787103316

Titolo

The Copy of a letter sent from Bristol [[electronic resource]] : wherein is set down the true relation of the great victory obtained by Sir William Waller, against the Welch forces, under the command of the L. Herbert : with the number of prisoners taken by him, and other materiall observations : as also a catalogue of the names and qualities of such commanders as were taken in that bataille : together with the names of the conspiritors against the citie of Bristol with their vocations and habitations : as it is appointed to be published by the councell of war in Bristol and the names of that councell therunto annexed : from a true hand in this city, who presented it to the committee of Lords & Com. Apri. 3 at Harberdashes Hall

Pubbl/distr/stampa

[S.I.] : ... Printed for R.D., April 4, 1643

Descrizione fisica

7, [1] p

Altri autori (Persone)

T. W

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Note generali

Signed on p. 4: T.W.
Edward Somerset, Marquise of Worcester, was styled Lord Herbert of Ragland from 1628 to 1644. cf. DNB.
Reproduction of original in Thomason Collection, British Library.

Sommario/riassunto

eebo-0158

2. Record Nr.	UNINA9910300362203321
Autore	Meyer Jeanine
Titolo	HTML5 and JavaScript Projects : Build on your Basic Knowledge of HTML5 and JavaScript to Create Substantial HTML5 Applications / / by Jeanine Meyer
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
ISBN	9781484238646 1484238648
Edizione	[2nd ed. 2018.]
Descrizione fisica	1 online resource (432 pages)
Disciplina	005.72
Soggetti	Computer programming Software engineering Web Development Software Engineering/Programming and Operating Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Building the HTML5 Logo — Drawing on Canvas, with Scaling, and Semantic Tags -- 2. Family Collage: Manipulating Programmer-Defined Objects on a Canvas -- 3. Bouncing Video: Animating and Masking HTML5 Video -- 4. Map Maker: Combining Google Maps and the Canvas -- 5. Map Portal: Using Google Maps to Access Your Media -- 6. Add to 15 Game -- 7. Origami Directions: Using Math-Based Line Drawings, Photographs, and Videos -- 8. Jigsaw Video -- 9. US States Game: Building a Multiactivity Game -- 10. Responsive Design and Accessibility.
Sommario/riassunto	Build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications. Through the many interesting projects you can create in this book, you'll develop HTML5 skills for future projects, and extend the core skills you may have learned with its companion book, <i>The Essential Guide to HTML5</i> . <i>HTML5 and JavaScript Projects</i> is fully updated as a second edition and covers important programming techniques and HTML, CSS, and JavaScript features to help you build projects with images, animation, video, audio and line drawings. You'll learn how to build games, quizzes and other

interactive projects; incorporate the use of the Google Maps API and localStorage; and address the challenges of Responsive Design and Accessibility. Each project starts out with a description of the example's operation, often with full-color illustrations. You'll then review the HTML5 and JavaScript concepts that relate to the project followed by a step-by-step explanation of the programming used. Tables are used to show the relationship of functions and provide comments for each line of code so that you can easily apply the techniques to your own HTML5 projects.
