
Web Enabled Commercial Application Development Ivan Bayross

Computer Networks and Intelligent Computing

IBM Lotus Domino: Classic Web Application Development Techniques

Building Web Applications with UML

DHTML and JavaScript

Web Engineering

Web Enabled Commercial Application Development Using Html, Dhtml, Javascript,
Perl Cgi - 3Rd Edn.

Struts 2 for Beginners, 3rd Edition

Mobile Web Services

Learning Web Design

Progressive Web Application Development by Example

WEB APPLICATION DEVELOPMENT

Web Design and Development for E-Business
Practical Web Development
Learning Node.js for Mobile Application Development
Interactive Web Development with Three.js and A-Frame
Application Servers
A Methodology for Client/server and Web Application Development
Testing Applications on the Web
Developing Web Information Systems
The Developer's Guide to Oracle Web Application Server 3
Web Enabled Commercial Applications Development Using ... Java 2
Open Sources
Web Engineering
Web Based Application Development
Web Engineering: Modelling and Implementing Web Applications
SPA Design and Architecture
Java, XML, and Web Services Bible
Agile Web Application Development with Yii1.1 and PHP5
Web Enabled Commercial Application Development
Web Programming with HTML5, CSS, and JavaScript
Single Page Web Applications

Web Enabled Commercial Applications Development Using Java 2 - 2Nd Edn.
Eclipse Web Tools Platform
Rapid Application Development with Mozilla
Democratizing Innovation
Practical Asp
Web Enabled Commercial Applications Development Using ... HTML, DHTML,
Javascript, Perl CGI
Brydson's Plastics Materials
Programming Firefox
Web Application Development Using Open Source and Java Technologies

*Web Enabled
Commercial Application
Development Ivan
Bayross*

*Downloaded from
[hi uconnect. hi u. edu.](http://uconnect.hi.u.edu) by
guest*

JACOBS ZACHARY

*Computer Networks and Intelligent
Computing* Orange Education Pvt Ltd
This book gives a unique account of the
emerging field of Web engineering by

presenting 25 thoroughly reviewed
papers drawn from two recent
workshops on the topic together with
introductory and motivating surveys and
a list of Web engineering resources in
chapters on - Web engineering:
introduction and perspectives - Web-
based system development: process and
methodology - Managing information on

the Web - Development tools, skills, and case studies - Performance, testing, and Web metrics - Web maintenance and reuse
The book will appeal equally to researchers, students, professionals and practitioners in industry interested in developing, maintaining, and using advanced Web-based systems and applications.

IBM Lotus Domino: Classic Web Application Development Techniques
Packt Publishing Ltd

e-book of WEB APPLICATION DEVELOPMENT, BCA, First Semester for Three/Four Year Undergraduate Programme for University of Rajasthan, Jaipur Syllabus as per NEP (2020).

Building Web Applications with UML
Springer Science & Business Media
Designed for beginners and intermediate

developers, this book helps you come up to speed as quickly as possible with using the Struts 2 framework. It delves deeply into the core of the Struts 2 framework, providing a sound understanding of the components that make up the framework and the way they interact with each other. This book uses an application-centric approach. The development of an application drives the Struts 2 exposure and not the other way around. An application is defined which is build throughout the book. Most if not all] of the code spec and snippets that you will find in this book are a part of the application. Finally, two web based projects are developed to re-enforce all the learning that took place throughout the book. This will definitely help developers to

quickly get started with building real-world Web applications using the Struts 2.0.x as well as Struts 2.1.x framework. Topics Covered in the Book All About The Struts 2 Framework Fundamentals Of Struts and Struts 2, Architecture of Struts 2, Struts 2 Framework Core Components Setting Up The Development Environment Installing And Setting Up NetBeans IDE, Installing And Setting Up Struts 2 Getting Started With Struts 2 Getting Started, Working With Actions, Building Views, Building Interceptors, OGNL And Value Stack, Validations, Using The Data Store, Integrating Hibernate With Struts2 Application Development Using Struts 2.0.x Guide to Migrating from Struts 2.0.x to 2.1.x Application Development Using Struts 2.1.x and Hibernate 3 CD-

ROM CONTENTS Setup files for JDK 6, NetBeans IDE 6.5, Struts 2.0.x, Struts 2.1.x, Hibernate 3, MySQL Community Server 6.x, MySQL Connector/J 5.x, Display Tag 1.2 Source code for the examples and the projects covered in this book. About the Authors The author Sharanam Shah www.sharanamshah.com] has 8+ years of IT experience as a Developer, Database Designer, Technical Writer, Systems Analyst and a Lead Architect. He currently consults with several software houses in Mumbai, India, to help them design and manage database application. Vaishali Shah www.vaishalishahonline.com], his wife, coauthor and a Technical Writer by profession, has a rich experience of designing, developing and managing

database systems. Their desire to share the knowledge they've acquired over all these years working together and perhaps partially to keep it available and alive made them co-author and publish several books, most of them tightly focused on commercial application development using software tools.

DHTML and JavaScript Prentice Hall
 Discover WTP, the New End-to-End Toolset for Java-Based Web Development The Eclipse Web Tools Platform (WTP) seamlessly integrates all the tools today's Java Web developer needs. WTP is both an unprecedented Open Source resource for working developers and a powerful foundation for state-of-the-art commercial products. Eclipse Web Tools Platform offers in-depth descriptions of every tool included

in WTP, introducing powerful capabilities never before available in Eclipse. The authors cover the entire Web development process—from defining Web application architectures and development processes through testing and beyond. And if you're seeking to extend WTP, this book provides an introduction to the platform's rich APIs. The book also Presents step-by-step coverage of developing persistence, business logic, and presentation tiers with WTP and Java Introduces best practices for multiple styles of Web and Java EE development Demonstrates JDBC database access and configuration Shows how to configure application servers for use with WTP Walks through creating Web service application interfaces Covers automated testing

with JUnit and Cactus, and automated builds utilizing Ant, Maven, and CruiseControl Introduces testing and profiling Web applications with the Eclipse Test and Performance Tools Platform (TPTP) project Describes how to extend WTP with new servers, file types, and WSDL extensions Foreword Preface Acknowledgments About the Authors Part I: Getting Started Chapter 1: Introduction Chapter 2: About the Eclipse Web Tools Platform Project Chapter 3: Quick Tour Chapter 4: Setting Up Your Workspace Part II: Java Web Application Development Chapter 5: Web Application Architecture and Design Chapter 6: Organizing Your Development Project Chapter 7: The Presentation Tier Chapter 8: The Business Logic Tier Chapter 9: The Persistence Tier Chapter

10: Web Services Chapter 11: Testing Part III: Extending WTP Chapter 12: Adding New Servers Chapter 13: Supporting New File Types Chapter 14: Creating WSDL Extensions Chapter 15: Customizing Resource Resolution Part IV: Products and Plans Chapter 16: Other Web Tools Based on Eclipse Chapter 17: The Road Ahead Glossary References Index This book is an invaluable resource for every Eclipse and enterprise Java Web developer: both those who use Eclipse to build other Web applications, and those who build Eclipse technologies into their own products. Complete source code examples are available at www.eclipsewtp.org. Web Engineering Packt Publishing Ltd Since its original inception back in 1989 the Web has changed into an

environment where Web applications range from small-scale information dissemination applications, often developed by non-IT professionals, to large-scale, commercial, enterprise-planning and scheduling applications, developed by multidisciplinary teams of people with diverse skills and backgrounds and using cutting-edge, diverse technologies. As an engineering discipline, Web engineering must provide principles, methodologies and frameworks to help Web professionals and researchers develop applications and manage projects effectively. Mendes and Mosley have selected experts from numerous areas in Web engineering, who contribute chapters where important concepts are presented and then detailed using real industrial case

studies. After an introduction into the discipline itself and its intricacies, the contributions range from Web effort estimation, productivity benchmarking and conceptual and model-based application development methodologies, to other important principles such as usability, reliability, testing, process improvement and quality measurement. This is the first book that looks at Web engineering from a measurement perspective. The result is a self-containing, comprehensive overview detailing the role of measurement and metrics within the context of Web engineering. This book is ideal for professionals and researchers who want to know how to use sound principles for the effective management of Web projects, as well as for courses at an

advanced undergraduate or graduate level.

Web Enabled Commercial Application Development Using Html, Dhtml, Javascript, Perl Cgi - 3Rd Edn. Pearson Education

Leverage the full potential of the web to make your web sites better than native applications for every platform. Key Features Explore different models and patterns required to develop progressive web applications Create applications requiring shorter runtime for attracting more users Study different projects to understand the fundamentals of progressive web applications Book Description Are you a developer that wants to create truly cross-platform user experiences with a minimal footprint, free of store restrictions and features

customers want? Then you need to get to grips with Progressive Web Applications (PWAs), a perfect amalgamation of web and mobile applications with a blazing-fast response time. Progressive Web Application Development by Example helps you explore concepts of the PWA development by enabling you to develop three projects, starting with a 2048 game. In this game, you will review parts of a web manifest file and understand how a browser uses properties to define the home screen experience. You will then move on to learning how to develop and use a podcast client and be introduced to service workers. The application will demonstrate how service workers are registered and updated. In addition to this, you will review a

caching API so that you have a firm understanding of how to use the cache within a service worker, and you'll discover core caching strategies and how to code them within a service worker. Finally, you will study how to build a tickets application, wherein you'll apply advanced service worker techniques, such as cache invalidation. Also, you'll learn about tools you can use to validate your applications and scaffold them for quality and consistency. By the end of the book, you will have walked through browser developer tools, node modules, and online tools for creating high-quality PWAs. What you will learn

- Explore the core principles of PWAs
- Study the three main technical requirements of PWAs
- Discover enhancing requirements to make PWAs

transcend native apps and traditional websites Create and install PWAs on common websites with a given HTTPS as the core requirement Get acquainted with the service worker life cycle Define service worker caching patterns Apply caching strategies to three different website scenarios Implement best practices for web performance Who this book is for Progressive Web Application Development by Example is for you if you're a web developer or front-end designer who wants to ensure improved user experiences. If you are an application developer with knowledge of HTML, CSS, and JavaScript, this book will help you enhance your skills in order to develop progressive web applications, the future of app development.

Struts 2 for Beginners, 3rd Edition

Packt Publishing Ltd

Application servers are the present and future of Web-based enterprise. As the software link between browsers and other client applications and companies' internal databases and legacy systems, they enable a wide range of complex online interactions-by dynamically generating catalogs, accepting and processing orders, updating customer or employee data, and retrieving and presenting other requested information. Application Servers: Powering the Web-Based Enterprise gives technical and managerial IT professionals a comprehensive view of this increasingly critical technology, all from a vendor-neutral perspective. Inside, readers learn successful strategies for building large-scale Web applications that take full

advantage of their application server's diverse capabilities. This book is an essential resource for all businesses investing in the Web as a medium for interactions with employees, vendors, customers, or partners. Key Features * Provides the only book-length, vendor-neutral coverage of this rapidly expanding area of technological and business development * Offers an in-depth look at the advantages and challenges application servers pose for large enterprises * Organized in four sections covering all aspects of putting an application server to work: design, development, production, and maintenance * Serves as the companion book to Database-Driven Web Sites, the author's innovative look at tools and techniques for building dynamic, data-

intensive Web enterprises

Mobile Web Services John Wiley & Sons
Summary In Single Page Web

Applications you'll learn to build modern browser-based apps that take advantage of stronger client platforms and more predictable bandwidth. You'll learn the SPA design approach, and then start exploring new techniques like structured JavaScript and responsive design. And you'll learn how to capitalize on trends like server-side JavaScript and NoSQL data stores, as well as new frameworks that make JavaScript more manageable and testable as a first-class language.

About this Book If your website is a jumpy collection of linked pages, you are behind. Single page web applications are your next step: pushing UI rendering and business logic to the browser and

communicating with the server only to synchronize data, they provide a smooth user experience, much like a native application. But, SPAs can be hard to develop, manage, and test. Single Page Web Applications shows how your team can easily design, test, maintain, and extend sophisticated SPAs using JavaScript end-to-end, without getting locked into a framework. Along the way, you'll develop advanced HTML5, CSS3, and JavaScript skills, and use JavaScript as the language of the web server and the database. This book assumes basic knowledge of web development. No experience with SPAs is required.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.
What's Inside Design, build, and test a

full-stack SPA Best-in-class tools like jQuery, TaffyDB, Node.js, and MongoDB Real-time web with web sockets and Socket.IO Touch controls for tablets and smartphones Common SPA design mistakes About the Authors The authors are architects and engineering managers. Michael Mikowski has worked on many commercial SPAs and a platform that processes over 100 billion requests per year. Josh Powell has built some of the most heavily trafficked sites on the web. Table of Contents PART 1: INTRODUCING SPAS Our first single page application Reintroducing JavaScript PART 2: SPA CLIENT Develop the Shell Add feature modules Build the Model Finish the Model and Data modules PART 3: THE SPA SERVER The web server The server database Readyng our SPA for

production

Learning Web Design Simon and Schuster

A software testing survival guide for those who work in Internet time With Internet applications spreading like wildfire, the field of software testing is increasingly challenged by the brave new networked world of e-business. This book brings you up to speed on the technologies, testing concepts, and tools you'll need to run e-business applications on the Web. Written by Hung Nguyen, a coauthor of the bestselling software testing book of all time, *Testing Computer Software*, this new guide takes you to the next level, helping you apply your existing skills to the testing of B2B (Business-to-Business), B2C (Business-to-Consumer),

and internal Web-based applications. You'll learn how to test transactions across networks, explore complex systems for errors, and work efficiently with the many components at play--from servers to browsers to protocols. Most importantly, you'll get detailed instructions on how to carry out specific test types along with case studies and error examples for each test. Software testers, test leads and test managers, QA analysts and managers, and IT managers and staff will find this an invaluable resource for their testing projects. With an emphasis on achievable goals and necessary rather than nice-to-have features, *Testing Applications on the Web* provides: An analysis of the Web-application model and the difference between Web testing

and traditional testing A tutorial on the methodology and techniques for networking technologies and component-based testing Strategies for test planning, test case designing, and error analysis on the Web Effective real-world practices for UI (User Interface) tests, security tests, installation tests, load and stress tests, database tests, and more A survey of commercial tools and a sampling of proven test matrices and templates

Progressive Web Application

Development by Example Prentice Hall Professional

Bring discipline and power to all your Web & C/S projects! Roger Fournier's. A Methodology for Client/Server and Web Application Development shows you how to impose needed discipline on even the

most complex Web and client/server development projects. Fournier's start-to-finish methodology walks you step-by-step through every phase: survey, analysis, design, construction, implementation and beyond. Master powerful techniques for delivering finished software faster, including iterative/incremental development, prototyping, timeboxing and joint facilitated user sessions. With extensive examples, checklists and worksheets, Fournier demonstrates how to: Build an enterprise architecture with true scalability and flexibility. Leverage object-oriented programming techniques to the fullest. Establish an effective testing process. Promote reusability with DCOM/ActiveX (TM), CORBA, and JavaBeans (TM) components. Implement

technology infrastructures that support Web and C/S development. Discover specific ways to mitigate the risks that lead so many Web and client/server projects to fail. Learn how to improve communication with users, design databases and Web database access more effectively, plan for user training and data conversion and much more. There are no silver bullets, but this book's systematic "best practices" approach, tips and techniques will help you take charge of your Web and client/server development-and deliver business results faster than ever before.

WEB APPLICATION DEVELOPMENT
Prentice Hall PTR

This hands-on, project-based introduction to Web design and development offers business

professionals an opportunity for developing Web skills they need to enhance their personal and organizational efficiency, productivity, and competitiveness in today's Internet/Web-driven economy. Written in straightforward language supported by well-planned illustrations, it allows readers with no Web-programming experience to learn the leading-edge Internet/Web skills and work through the topics with interest, comfort, and success. By working through the real-world, small-scale exercises and projects that build on each other chapter-to-chapter, readers learn step by step how to use free-download trial or beta versions of Web servers and development tools to develop dynamic, interactive, data-driven Web applications

with HTML, ASP, VBScript, JavaScript, and graphics and animations. The minimum hardware and software requirements are simply Windows 95 PCs and Internet access. Designing and Developing a SimpleWeb Site. Enhancing Web Site Appeal with Graphics and Color. Selecting and Installing Web Servers. Creating and Managing a Personal Intranet on Your Web Server. Creating and Managing a Corporate Intranet on Your Web Server. Publishing and Managing on the Internet. Introducing Web- Based Client/Server Applications. Developing a Web-Based Student Class Registration Application. Developing A Web-Based Online Shopping Application: The Storefront. Developing a Web-Based Online

Web Design and Development for E-

Business Simon and Schuster
Rapid Application Development with Mozilla, part of the Bruce Perens Open Source Series, is a concise guide for any programmer who wants to learn the versatility and compatibility of Mozilla, an open source toolset with over a thousand objects and components. An additional feature of Rapid Application Development with Mozilla is the NoteTaker Web browser add-on-a sample Mozilla application that is developed throughout the book. Written by Web and XML expert Nigel McFarlane, this book is the perfect addition to the library of any user-interface software engineer, cross-platform developer, or any programmer looking to discover the benefits of rapid application development.

Practical Web Development Springer
This book covers ASP and is focussed on beginner to intermediate skilled programmers. It is especially designed for those who want to pick up the basics of ASP and build interactive Web sites fairly quickly. It has a series of ASP projects at the end of the book, which will help consolidate the ASP concepts in the book and firm up your skills. If this book is coupled with the book entitled 'Web Enabled Commercial Application Development using HTML, DHTML, JavaScript, PERL CGI, an excellent set of reference material on Web based technology will be available to the reader. We hope that you have as much fun reading and understanding ASP as the author had when he wrote this book.
Learning Node.js for Mobile Application

Development Wiley

Fast-track your Web application development by harnessing the power of the Yii PHP framework

Interactive Web Development with Three.js and A-Frame Packt Publishing Ltd

Build rich Creative Technology projects using 3D, AR, and VR
KEY FEATURES ● Master creative development principles, covering design, coding, and user experience. ● Develop advanced skills in Three.js and A-Frame for immersive 3D graphics. ● Build engaging AR and VR experiences for the web, integrating cutting-edge tech for enhanced user immersion. **DESCRIPTION** Embark on an amazing journey into the world of Creative Development with this comprehensive guide. From the basics of

Three.js and A-Frame, each chapter adds more knowledge and techniques to empower creative developers to navigate the world of Creative Development. Readers will learn to build games and commercial applications using advanced technologies such as AR and VR. The book explores the key aspects of Creative Development for the web, delving into in-depth themes such as dealing with 3D files, setting up materials and textures, interacting with 3D objects, and understanding the concepts of animation loop and real-time rendering. Next, it moves on to navigate the main aspects of webAR and webVR, introducing readers to the fantastic 3D framework A-Frame. Readers will dive deep into the A-Frame workflow, learning tips and tricks to build and

manage components, ultimately enabling them to deliver professional quality AR and VR experiences. In the final chapter, readers will be presented with Creative Development best practices and several real-world project templates, ready to be used and adapted for their own projects. **WHAT WILL YOU LEARN** ● Attain a comprehensive understanding of creative development for web environments and its applications. ● Utilize Three.js and A-Frame frameworks to create stunning 3D graphics and immersive virtual experiences. ● Learn to build engaging games and practical commercial applications blending creativity with functionality. ● Gain practical insights into creative development through real-world code

examples and customizable templates. ● Explore the intricacies of web-based augmented reality (WebAR) and virtual reality (WebVR) technologies to develop immersive web experiences. ● Seamlessly integrate 3D graphics, video elements, and animations using code, enabling you to construct dynamic and interactive web applications. **WHO IS THIS BOOK FOR?** This book is ideal for web developers, 3D, video, and animation enthusiasts with development skills aiming to create dynamic web experiences. Also suitable for seasoned developers transitioning to Creative Development, covering Three.js, A-Frame basics, and AR/VR concepts. Whether beginner or experienced, this handbook offers practical, in-depth guidance to elevate proficiency in web-

based Creative Development. TABLE OF CONTENTS 1. Getting Started with Three.js 2. Our First Scene 3. Interacting with Our Scene 4. Adding Some Realism 5. Post Processing 6. Introduction to WebAR and WebVR 7. Creating Your First WebAR Experience 8. Creating Your First WebVR Experience 9. Useful Boilerplates to Start Your Projects Index

Application Servers Addison Wesley Longman

Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors have

ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better

software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open-source technologies for everything from the operating system to Web serving and

email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the

revolution.

A Methodology for Client/server and Web Application Development Morgan

Kaufmann Publishers

Covering the life cycle of systems analysis and Web development, this guide includes detailed case studies to illustrate the techniques and methods. It is appropriate for undergraduate Computer Science or Information Systems courses and MSc students studying Information Systems.

Testing Applications on the Web Springer Science & Business Media

Summary SPA Design and Architecture teaches you the design and development skills you need to create SPAs. Includes an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and

client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The next step in the development of web-based software, single-page web applications deliver the sleekness and fluidity of a native desktop application in a browser. If you're ready to make the leap from traditional web applications to SPAs, but don't know where to begin, this book will get you going. About the Book SPA Design and Architecture teaches you the design and development skills you need to create SPAs. You'll start with an introduction to the SPA model and see how it builds on the standard approach

using linked pages. The author guides you through the practical issues of building an SPA, including an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice.

What's Inside Working with modular JavaScript Understanding MV* frameworks Layout management Client-side task automation Testing SPAs About the Reader This book assumes you are a web developer and know JavaScript basics. About the Author Emmit Scott is a senior software engineer and architect with experience building large-scale, web-based applications. Table of Contents PART 1 THE BASICS What is a

single-page application? The role of MV* frameworks Modular JavaScript PART 2 CORE CONCEPTS Navigating the single page View composition and layout Inter-module interaction Communicating with the server Unit testing Client-side task automation APPENDIXES Employee directory example walk-through Review of the XMLHttpRequest API Chapter 7 server-side setup and summary Installing Node.js and Gulp.js

[Developing Web Information Systems](#)
Addison-Wesley Professional
A step-by-step book and eBook guide for web application development and quick tips to enhance applications using Lotus Domino.

The Developer's Guide to Oracle Web Application Server 3 William Andrew
Web development has grown to become

vital in shaping how humans interact, work, learn, and consume. Practical Web Development provides you with a roadmap of web development today, giving you the tools you need and the guidance to keep you creative and productive in a world of disruption and innovation. Beginning with the structure of the Web and the principles of building basic websites with HTML, you will learn about CSS, JavaScript, and PHP, before taking a closer look at some of the leading technologies used to build the

modern Web. You will integrate jQuery, Ajax, and JSON into your projects before moving on to the latest tools and techniques in responsive web design, including Zurb Foundation or Bootstrap, to help you meet the challenges of developing for multiple devices, and explore how Node.js offers a powerful solution to server-side application development. This book is for anyone that wants to get to grips with the broader picture of web development today.