

HTML and JavaScript BASICS; 2010; 9781111792190; Cengage Learning, 2010; 272 pages; Karl Barksdale, E. Shane Turner

All HTML documents must start with a document type declaration: `<!DOCTYPE html>`. The HTML document itself begins with `<html>` and ends with `</html>`. The visible part of the HTML document is between `<body>` and `</body>`. Example. `<div>` Right-click in an HTML page and select "View Page Source" (in Chrome) or "View Source" (in Edge), or similar in other browsers. This will open a window containing the HTML source code of the page. Inspect an HTML Element: Right-click on an element (or a blank area), and choose "Inspect" or "Inspect Element" to see what elements are made up of (you will see both the HTML and the CSS). You can also edit the HTML or CSS on-the-fly in the Elements or Styles panel that opens. `<@ Previous Next >`. JavaScript ("JS" for short) is a full-fledged dynamic programming language that can add interactivity to a website. It was invented by Brendan Eich (co-founder of the Mozilla project, the Mozilla Foundation, and the Mozilla Corporation). JavaScript is versatile and beginner-friendly. With more experience, you'll be able to create games, animated 2D and 3D graphics, comprehensive database-driven apps, and much more! JavaScript itself is relatively compact, yet very flexible. However, getting comfortable with JavaScript is more challenging than getting comfortable with HTML and CSS. You may have to start small, and progress gradually. To begin, let's examine how to add JavaScript to your page for creating a Hello world! example. HTML and JavaScript BASICS, Fourth Edition Karl Barksdale, Shane Turner Executive Editor: Donna Gridley Product Manager: Allison O'Meara McDonald Development Editor: Rachel Biheller Bunin Associate Product Manager: Amanda Lyons. © 2011, 2006 Course Technology, Cengage Learning ALL RIGHTS RESERVED. About this book. HTML and JavaScript BASICS is specifically intended for novice computer users who have no experience in software development or Web page design. The lessons in this book encourage the use of simple text editors that are available to virtually every computer user, and Web browsers that are available free of charge to anyone who has access to the Internet. In this JavaScript book, you learn the fundamentals of JavaScript as well as some advanced concepts, including constructors and prototypes. The book is extremely user-friendly. It assumes no programming experience. The Definitive Guide 6th edition covers HTML5 and ECMAScript 5. Writer David Flanagan has completely rewritten many chapters in this book. This edition also includes a new chapter about how to document jQuery and server-side JavaScript. In this JavaScript book, you will learn the basics like Analogies, Metaphors, Analogies, and Easy Interactive Exercises. The book offers colorful illustrations that help you as your brain never forgets an image, metaphor, or schema. The book covers the basics of web development and it's a great starting point whether your plan is to make websites, HTML5 mobile apps or games. Beginning HTML5 and CSS3: Next Generation Web Standards. by Christopher Murphy, Richard Clark, Oli Studholme. It shows how to use the new HTML5 syntax (article, section, and so on) and also how to write JavaScript to force IE to recognize that code so that it can be used right now. It covers the newer parts of HTML5 (such as canvas and video) with a strong emphasis on what works right now, using what people are calling "progressive enhancement" (writing web pages that can be viewed by all but that those with superior connections/systems can see in better ways).