A Software Engineer Learns HTML5, JavaScript and jQuery

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JavaScript (and its frameworks such as jQuery) and HTML (along with its style sheet language CSS) have become the unlikely stars of the software world. Due to their monopoly position in web browsers, and the fact web browsers have spread from PCs to phones, tablets and TVs; their status will continue to grow and grow.
Despite their success, many software engineers are apprehensive about JavaScript and HTML. This apprehensiveness is not completely unfounded; both JavaScript and HTML were rushed in their early years, and driven by commercial rather than engineering interests. As a result, many dubious features crept into these languages. Due to backwards compatibility concerns, most of these features still remain.
In addition, many software engineers have used these languages without ever learning them. JavaScript and HTML have low barriers to entry, and this, along with their similarity to other languages, led many software engineers to conclude that there really was nothing much to learn.
If you have not used JavaScript and HTML for a number of years, or if you are a programmer or software engineer using other languages, you may be surprised at what they now offer. Browser based web applications are now capable of matching or exceeding the sophistication and scale of traditional desktop applications. In order to create complex web applications however, it is essential to learn these languages.
This book takes the point of view that once you have a strong grasp of the fundamentals, the details will take care of themselves. It will not present you with long lists of APIs, or intricate details of every attribute, these can be found in reference manuals. It will focus on the details of each language that are fundamental to understanding how they work.
This book will guide you through the process of developing a web application using HTML5, Javascript, jQuery and CSS. It contains the following content:
1. An introduction to the HTML5 markup language, and how it differs from HTML4 and XHTML.
2. An introduction to JavaScript, including an in-depth look at its use of objects and functions, along with the design patterns that support the development of robust web applications.
3. An introduction to jQuery selection, traversal, manipulation and events.
4. An in-depth look at the Web storage and IndexedDB APIs for client side data storage.
5. A guide to implementing offline web applications with the Application Cache API.
6. An introduction to the ways JavaScript can interact with the users file-system using the FileReader API.
7. The use of Web Workers in a web application to execute algorithms on background threads.
8. An introduction to AJAX, and the jQuery API supporting AJAX.
9. An introduction to Server Sent Events and Web Sockets.
All subjects are introduced in the context of a sample web application.
This book is intended for anyone with at least a superficial knowledge of HTML and programming.

A Software Engineer Learns HTML5, JavaScript and jQuery Details

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Carl Rizzo says

Nicely written

Sometimes hard to follow. Overall it is well written and I learned a lot. I think it covers the important and current topics

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Dan says

This book does a good job of explaining the technology from the point of view of a developer used to more traditional languages. Unfortunately, the example programs were a bit tedious. I had the Kindle version, so I had to scroll through code instead of just skimming through the pages.

Joe Gee says

It is perfect for what it says it is. Are you an experienced developer who does not want to get bogged down in a lot of syntax, but wants to understand the fundamentals of HTML5? This is your book.

It is dense and high level. If comments like "Javascript is fundamentally not an object oriented language, it is a functional language" and "javascript is single threaded and but can handle asynchronous server requests" do not tell you what you need to know, this isn't your book. If you want questions like "How do you lay that out for scale and sustainability?", Dane has you covered.

It gave me a great framework for working in the languages listed, and I can look at a reference or google for details as I care about as I get going. Just what I wanted.

Anthony Schneider says

If you're like me, you learned javascript in the late 90's/early 00's, realized quickly that browser wars and DOM compatibility made it an overall nauseating experience, then abandoned javascript for more rewarding endeavors.

With a new era of standardization along with the availability of jQuery and HTML5, I can now actually focus on building functionality and learning about some of the more esoteric aspects of the javascript language (closures and prototyping...who knew?). Dane Cameron gives a thorough, informative guide through the current state of these core frontend technologies, walking the whole way through building a "tasks" application. The book is clearly geared towards folks with a development background.

Shantanu Sharma, Ph.D. says

This book provides a good introduction to HTML5, JavaScript and jQuery. For a deeper understanding of JavaScript features and other libraries such as D3.js, a more advanced book is recommended.

Michal says

A book about Javascript written by a (former backend) developer claiming to target software engineers, but not a word about testing, code quality, continuous delivery or other established best practises in software engineering. This approach to software development and therefore also the book must be considered useless in the best case when not harmful for readers less experienced. 2 star rating since all the other stuff is well explained and seams to be correct