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You may have definite ideas about writing code when working alone, but team development requires that everyone use the same approach. With the JavaScript practices in this book—including code style, programming tips, and automation—you will learn how to write maintainable code that other team members can easily understand, adapt, and extend. Author Nicholas Zakas assembled this collection of best practices as a front-end tech leader at Yahoo!, after completing his own journey from solo hacker to team player. He also includes rules recommended by other industry authorities. Use these tips and techniques to help your team set aside individual preferences and function at a

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higher level. Establish specific code conventions for your team Use tools such as JSLint and JSHint to keep your team on track Adopt style guidelines, such as basic formatting, to help your team produce uniform code Apply several programming practices to solve problems and improve code quality Create an automated JavaScript build system using a variety of utilities Integrate browser-based JavaScript testing with tools such as the YUI Test Selenium Driver

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses

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the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes,

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and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In *The Principles of Object-Oriented JavaScript*, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn:

- The difference between primitive and reference values
- What makes JavaScript functions so unique
- The various ways to create objects
- How to define your own constructors
- How to work with and understand prototypes
- Inheritance patterns for types and objects

The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how

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objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript

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run as efficiently and quickly as possible.
You'll learn the best practices to build and
deploy your files to a production
environment, and tools that can help you
find problems once your site goes live.
Identify problem code and use faster
alternatives to accomplish the same task
Improve scripts by learning how
JavaScript stores and accesses data
Implement JavaScript code so that it
doesn't slow down interaction with the
DOM Use optimization techniques to
improve runtime performance Learn ways
to ensure the UI is responsive at all times
Achieve faster client-server
communication Use a build system to
minify files, and HTTP compression to
deliver them to the browser

You will first be introduced to object-
oriented programming, then to the basics
of objects in JavaScript. This book takes a

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do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc.

ECMAScript 6 represents the biggest update to the core of JavaScript in the history of the language. In Understanding ECMAScript 6, expert developer Nicholas C. Zakas provides a complete guide to the object types, syntax, and other exciting changes that ECMAScript 6 brings to JavaScript. Every chapter is packed with

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example code that works in any JavaScript environment so you'll be able to see new features in action. You'll learn:

- *How ECMAScript 6 class syntax relates to more familiar JavaScript concepts
- *What makes iterators and generators useful
- *How arrow functions differ from regular functions
- *Ways to store data with sets, maps, and more
- *The power of inheritance
- *How to improve asynchronous programming with promises
- *How modules change the way you organize code

Whether you're a web developer or a Node.js developer, you'll find *Understanding ECMAScript 6* indispensable on your journey from ECMAScript 5 to ECMAScript 6.

"Writing readable code"--Cover.

One skill that's essential for any professional JavaScript developer is the

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ability to write testable code. This book shows you what writing and maintaining testable JavaScript for the client- or server-side actually entails, whether you're creating a new application or rewriting legacy code. From methods to reduce code complexity to unit testing, code coverage, debugging, and automation, you'll learn a holistic approach for writing JavaScript code that you and your colleagues can easily fix and maintain going forward. Testing JavaScript code is complicated. This book helps experienced JavaScript developers simplify the process considerably. Get an overview of Agile, test-driven development, and behavior-driven development Use patterns from static languages and standards-based JavaScript to reduce code complexity Learn the advantages of event-based architectures, including modularity, loose coupling, and reusability Explore tools for

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writing and running unit tests at the functional and application level Generate code coverage to measure the scope and effectiveness of your tests Conduct integration, performance, and load testing, using Selenium or CasperJS Use tools for in-browser, Node.js, mobile, and production debugging Understand what, when, and how to automate your development processes

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript

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applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization

Most programming languages contain good and bad parts, but JavaScript has

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more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making

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its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to

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get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

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