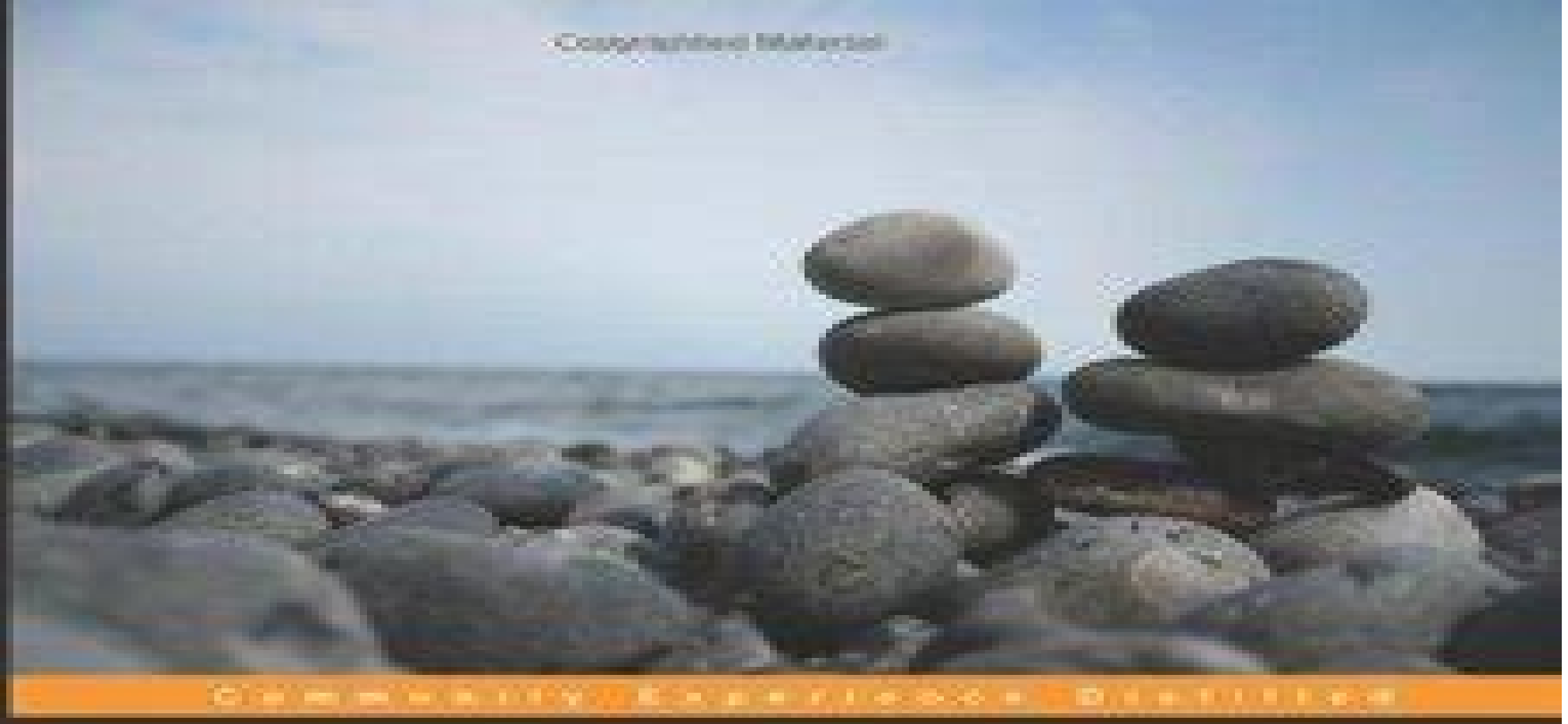

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Design and develop astounding animated web applications using CreateJS

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Getting Started with CreateJS Afshin Mehrabani,2014 **How to Cheat in Adobe Flash CS6** Chris Georgenes,2013-07-04 Whether you are creating an animated short catchy and fun cartoon or mobile game save time and money with expert cheats by renowned Flash Expert Chris Georgenes with all new content for the Flash CS6 revision With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget Many of these walkthroughs are real world client projects with the source files supplied for you to open and explore With these real life professional projects you ll discover how to bring objects to life with cool motion effects make it rain snow or set your world ablaze develop flash mobile applications and many more tips and tricks not found anywhere else With his in depth knowledge of the little known secrets used by the pros to produce creative professional animations Chris is the go to guru for designers and animators who want to create great animation applications or motion design with Flash Fully updated for CS6 How to Cheat in Flash CS6 is a goldmine of artistic inspiration timesaving practical tips tricks and step by step walkthroughs that you ll wonder how you survived without it New CS6 cheats and examples with practical solutions for the busy animator with a focus on Action Script Flash for mobile applications specifically for Android development as well as a focus on an improved physics engine Put the Adobe Flash CS6 cheats to the test with the fully updated companion website with downloadable Flash source files examples and video tutorials and a creative commons game developed with Adobe to demonstrate the new functionality of CS6 **Producing IOS 6 Apps** UnknownCom Inc.,2012 Effectively several books bundled into one written by the entire team of a long standing app development company Producing iOS 6 Apps The Ultimate Roadmap for Both Non Programmers and Existing Developers makes every effort to provide most anyone with the understanding recommended tools and easy to follow step by step examples to learn how to take your app idea from the start to Apple s iTunes App Store Originally generated from an existing app company s internal and highly confidential training guide containing closely guarded app business secrets teaching new employees the business of app design development lifecycles and methodology Updated contributions are from the entire staff development as well as considerable contributions from marketing management and even the legal dept Due to its very nature this book contains many commonplace and relevant topics to today s app related business issues such as the latest legal landmines to avoid modern app design the latest

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making games or an experienced game developer you ll learn to fully utilize the CreateJS suite to bring your new or existing game techniques to desktop and mobile devices This book covers everything from creating graphics in HTML5 Canvas to capturing user input whether from keyboard mouse or touch to using a state machine for efficient game control There are practical and fun examples throughout the book with four full game projects including a mobile RPG The book also covers optimizing your games for mobile and publishing them to app stores HTML5 games are growing more and more popular and the demand for HTML5 Canvas skills is on the rise The CreateJS suite is a powerful toolset that will help you manage Canvas drawing and animations asset loading sound management complex tweening and much more Using these robust libraries you can build powerful and engaging games that reach a wide range of audiences and devices Getting Started with Meteor.js JavaScript Framework Isaac Strack,2012 Creating the most modern dynamic multi user web applications quickly and easily is exactly what Meteor was designed for and it s all done in JavaScript In this tutorial is everything you need to know to get started Create dynamic multi user web applications completely in JavaScript Use best practice design patterns including MVC templates and data synchronization Create simple effective user authentication including Facebook and Twitter integration Learn the time saving techniques of Meteor to code powerful lightning fast web apps in minutes In Detail Meteor is a brand new platform built entirely in JavaScript that allows you to build modern dynamic web applications in the blink of an eye With support for nearly every popular JavaScript framework and more being added every day Meteor provides you with the ability to quickly and easily develop sophisticated and stylish web applications Getting Started with Meteor is an easy to follow step by step approach to learning how to build modern web applications with Meteor Through the development of a complete and ready to use application you will experience exactly how easy and fast it can be to develop robust flexible web applications so you can build your own killer app in no time Getting Started with Meteor will walk you step by step through all the major advantages that Meteor has to offer You ll be up and running in less than two minutes and will develop an actual application you can use As you move quickly through the exercises you ll be able to experience first hand how easy it is to develop in Meteor and will gain invaluable best practices you can apply immediately to your coding projects You will learn about reactive programming and how Meteor takes advantage of the latest web technologies You will gain a solid understanding of what the best design patterns are for developing web apps and when to use them You will learn how Meteor uses HTML templates and NoSQL document based databases together to make coding applications simple and fun Finally you ll gain best practices for security and performance making your web applications fast secure and easy to use If you want to build a web application but hate how difficult it seems to be this book will show you the easy way to build and deploy modern web apps This book will teach you everything you need to know to get up and running with Meteor and start you on your way to becoming an expert web appli **Getting Started with Node.js and Express.js** Haider Koele,2025-08-18 Unlock the Power of the Web One Line of Code at a Time Do you feel curious about how websites really

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will add interaction to your page and improve the user experience In addition many of the skills that you will learn in this book will be transferable to other languages So by investing in this book you really invest in your or your child s programming career by giving yourself access to a method that has already helped over 1000 students to become confident in coding If you want to get started with JavaScript using a method that works buy this book now Getting Started with GEO, CouchDB, and Node.js Mick Thompson,2011-07-22 Today s mobile devices have GPS and standard APIs to give you access to coordinates but what can you do with that data With this concise book application developers learn how to work with location data quickly and easily using Node js CouchDB and other open source tools and libraries Node js makes it simple to run event code on the Web and the CouchDB document oriented database lets you store location data and perform complex queries on it quickly You ll learn how to get started with these tools and then use them together to build an example project called MapChat using HTML and JavaScript code samples Learn how to serve dynamic content with Node js and use its asynchronous IO to handle several requests at once Become familiar with GeoJSON Geohash and the Geospatial Data Abstraction Library GDAL for working with spatial data Build geospatial indexes using the GeoCouch branch of CouchDB Combine these tools to build a project that lets users post real time chat messages tagged with their current map location

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Table of Contents Getting Started With Createjs

1. Understanding the eBook Getting Started With Createjs
    - The Rise of Digital Reading Getting Started With Createjs
    - Advantages of eBooks Over Traditional Books
2. Identifying Getting Started With Createjs
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Getting Started With Createjs
    - User-Friendly Interface
4. Exploring eBook Recommendations from Getting Started With Createjs
    - Personalized Recommendations
    - Getting Started With Createjs User Reviews and Ratings
    - Getting Started With Createjs and Bestseller Lists
5. Accessing Getting Started With Createjs Free and Paid eBooks

- Getting Started With Createjs Public Domain eBooks
- Getting Started With Createjs eBook Subscription Services
- Getting Started With Createjs Budget-Friendly Options

6. Navigating Getting Started With Createjs eBook Formats
   - ePub, PDF, MOBI, and More
   - Getting Started With Createjs Compatibility with Devices
   - Getting Started With Createjs Enhanced eBook Features
7. Enhancing Your Reading Experience
   - Adjustable Fonts and Text Sizes of Getting Started With Createjs
   - Highlighting and Note-Taking Getting Started With Createjs
   - Interactive Elements Getting Started With Createjs
8. Staying Engaged with Getting Started With Createjs
   - Joining Online Reading Communities
   - Participating in Virtual Book Clubs
   - Following Authors and Publishers Getting Started With Createjs
9. Balancing eBooks and Physical Books Getting Started With Createjs
   - Benefits of a Digital Library
   - Creating a Diverse Reading Collection Getting Started With Createjs
10. Overcoming Reading Challenges
    - Dealing with Digital Eye Strain
    - Minimizing Distractions
    - Managing Screen Time
11. Cultivating a Reading Routine Getting Started With Createjs
    - Setting Reading Goals Getting Started With Createjs
    - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Getting Started With Createjs
    - Fact-Checking eBook Content of Getting Started With Createjs
    - Distinguishing Credible Sources
13. Promoting Lifelong Learning
    - Utilizing eBooks for Skill Development

- Exploring Educational eBooks

14. Embracing eBook Trends
    - Integration of Multimedia Elements
    - Interactive and Gamified eBooks

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