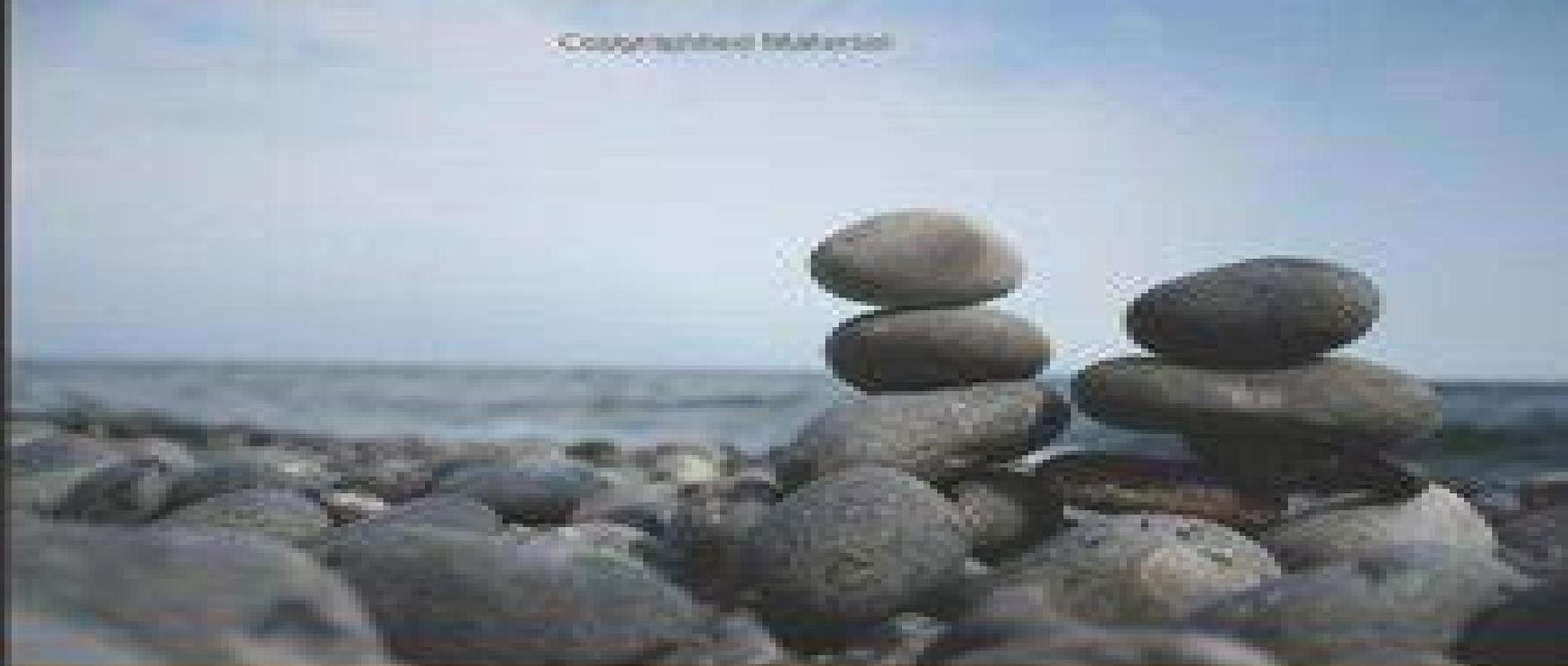


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Getting Started with CreateJS

Design and develop astounding animated web applications using CreateJS

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Getting started with createJS : design and develop astounding animated web applications using CreateJS Afshin Mehrabani,2014-02 CreateJS is a popular well supported JavaScript library used for web advertising education gaming and cartooning The CreateJS suite consists of different libraries that are designed to work independently or together to create rich interactive content on open web technologies on an HTML5 canvas In CreateJS the EaselJS API provides solutions for working with rich graphics and interactivity and integrates well with its tweening library TweenJS Starting with the basics of CreateJS you will learn how to create your first working web application You will gain practical experience of utiliz

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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Flash Professional CS6 Katherine Ulrich,2012-08-15 Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users With Flash Professional CS6 Visual QuickStart Guide readers get a solid grounding in the fundamentals of the most recent version of the software Highlights include new user options for setting document properties when creating or modifying documents new layout and options in the Publish Settings dialog working with tabbed text in Flash s text layout framework copying and pasting Timeline layers Plus learn about new options for exporting assets created in Flash as a PNG sequence as a sprite sheet or as JavaScript and HTML5 via the CreateJS extension Includes eBook and Video Access In addition to concise step by step explanations of core tools and tasks with plenty of helpful screen shots to keep you on track as you work Flash Professional CS6 Visual QuickStart Guide

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Beginning HTML5 Games with CreateJS Brad Manderscheid,2014-03-31 Beginning HTML5 Games with CreateJS provides a hands on approach to get you up and running with the most comprehensive tools available for HTML5 Canvas game development Whether you are brand new to

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, you'll learn 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 developer.

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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Getting Started with p5.js Lauren McCarthy, Casey Reas, Ben Fry, 2015-10-12

With p5.js you can think of your entire Web browser as your canvas for sketching with code Learn programming the fun way by sketching with interactive computer graphics Getting Started with p5.js contains techniques that can be applied to creating games animations and interfaces p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects including text input video webcam and sound Like its older sibling Processing p5.js makes coding accessible for artists designers educators and beginners Written by the lead p5.js developer and the founders of Processing this book provides an introduction to the creative possibilities of today's Web using JavaScript and HTML With Getting Started with p5.js you'll quickly learn programming basics from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy to follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Learn Modern JavaScript - Getting Started Steven Hancock, 2019 JavaScript for beginners In depth training to help you master JavaScript and get started as a JavaScript

programmer About This Video Complete coverage of basic concepts in working with JavaScript Discover the strengths and weaknesses of JavaScript for optimally deploy your code Includes features from the latest versions of JavaScript In Detail JavaScript has changed and matured since its humble beginnings in 1995 One of the original goals of JavaScript in those early years was to make it easy for beginners That goal has made it accessible for all types of people However this has also meant that JavaScript has been taught and learned incompletely by many In Learn Modern JavaScript Getting Started you are taught the fundamentals of JavaScript in the right way We won't skip topics Some topics may seem more advanced but that is because they are crucial to a complete grounding in JavaScript Most importantly you are taught the why not just the what and how If you are ready to jump into the world of JavaScript or you want to increase your newfound skills this course is for you If you want to learn JavaScript truly understand the nature of the language and use it for serious programming this course is for you

JavaScript from Zero to Proficiency (Beginner) Patrick Felicia, 2018-07-20 Get Started with JavaScript Fast Getting Started with JavaScript can sometimes be tedious and difficult if you don't have an approach that is both simple and detailed In the past I have seen how a simple yet detailed approach to teaching JavaScript can make a real difference to student's ability to write confidently and successfully in this scripting language There is no magic bullet to achieve this other than a clear understanding of students needs and of what may impact significantly on their progress and confidence So everything has been included in this book to make the journey enjoyable and to guarantee your success This book unlike many other books on the topic assumes that you will as beginners make mistakes and it explains how to either avoid them or how to deal with them when they occur Because this is what happens in real life we all make mistakes and learn from them This book also assumes that you can't be expected to learn everything at once this is why all the skills will be built incrementally This book makes sure that you keep motivated by providing you with the right amount of information and challenge in each chapter we all know that it's hard to keep motivated when learning a new skill so this book always contextualises the knowledge with an example so that you feel it's relevant and also makes sure that you get to challenge yourself if you need to You will have the opportunity to learn JavaScript at your own pace and to become comfortable with this scripting language even if you have no previous programming knowledge This is because every single new concept introduced will be explained You will build your own code Every step and all the code is explained in great details so that you never feel lost The solutions to the code and challenges presented in the book are available so that you can compare check your own code All the concepts are introduced progressively so that you don't feel overwhelmed All chapters include step by step instructions with code examples that you can use straight away A quiz is available at the end of each chapter with solutions so that you can test your knowledge Optional challenges are added at the end of each chapter So JavaScript from Zero to Proficiency Beginner should really help you learn JavaScript and to also enjoy the journey It includes three chapters that painlessly guide you through the necessary skills to code in JavaScript and implement some very useful features that

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

Make Lauren McCarthy,Casey Reas,Ben Fry,2015 Learn programming the fun way by sketching with interactive computer graphics Getting Started with p5 js contains techniques that can be applied to creating games animations and interfaces p5 js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects including text input video webcam and sound Like its older sibling Processing p5 js makes coding accessible for artists designers educators and beginners Written by the lead p5 js developer and the founders of Processing this book provides an introduction to the creative possibilities of today s Web using JavaScript and HTML *You Don't Know JS Yet* Kyle Simpson,2020-01-28 It seems like there s never been as much widespread desire before to learn JS But with a million blogs books and videos out there just where do you start The worldwide best selling You Don t Know JS book series is back for a 2nd edition You Don t Know JS Yet All 6 books are brand new rewritten to cover all sides of JS for 2020 and beyond Get Started prepares you for the journey ahead first surveying the language then detailing how the rest of the You Don t Know JS Yet book series guides you to knowing JS more deeply *JavaScript - the First Steps* David Hockley,2022-08-16 Using clear and practical examples this book guides you through the fundamental notions of JavaScript First discover variables operators and keywords And then progressively building up from there functions loops conditions web page interactivity promises and fetch So that you are armed with the basics to get started on your web development journey The book comes with downloadable code and installation instructions to allow you to follow along and gives you a final project to put everything you ve learned into motion *Getting Started with Web Components* Prateek Jadhvani,2019-08-09 Explore modern Web Component design and integrate them with a variety of web frameworks to build encapsulated reusable UI components for

your web apps Key Features Learn Web Components with more than 50 web component examples for both beginners and advanced users Create responsive and highly customizable web pages using HTML CSS and JavaScript Extend the potential of Web Components by integrating them with standard web frameworks Book Description Web Components are a set of APIs that help you build reusable UI modules that can operate in any modern browser using just Vanilla JavaScript The power of Web Components lies in their ability to build frontend web applications with or without web frameworks With this practical guide you will understand how Web Components can help you build reusable UI components for your modern web apps The book starts by explaining the fundamentals of Web Components design and strategies for using them in your existing frontend web projects You will also learn how to use JavaScript libraries such as Polymer js and Stencil js for building practical components As you progress you will build a single page application using only Web Components to fully realize their potential This practical guide demonstrates how to work with Shadow DOM and custom elements to build the standard components of a web application Toward the end of the book you will learn how to integrate Web Components with standard web frameworks to help you manage large scale web applications By the end of this book you will have learned about the capabilities of Web Components in building custom elements and have the necessary skills for building a reusable UI for your web applications What you will learn Understand Web Component design specifications and life cycle Create single page applications using Web Components Enable reusability and customization for your UI components Implement Web Components in your web apps using Polymer and Stencil libraries Build powerful frontend components from scratch and deploy them on the web Design patterns and best practices to integrate Web Components into your existing web application Who this book is for This book is for developers who have heard about web components but don t really know where to start This book is also for intermediate and advanced developers who know what web components are but are still afraid to use them in production This book is also for frontend engineers who are simply looking into web components in order to increase their knowledge and skills

Getting Started with Node.js Wes Higbee, 2016 In this Getting Started with Node js training course expert author Wes Higbee will teach you everything you need to know to begin incorporating Node js in your development work This course is designed for the absolute beginner meaning no prior experience with Node js is required You will start by learning how to productively develop and debug Node js applications From there Wes will teach you how to use npm packages This video tutorial also covers the dev workflow and how to find existing projects using npm to leverage in your node applications Finally you will learn about WebStorm LiveEdit to quickly load code changes as well as unhandled exceptions Once you have completed this computer based training course you will have learned everything you need to know to start incorporating Node js into your development work Working files are included allowing you to follow along with the author throughout the lessons

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The book delves into Getting Started With Createjs. Getting Started With Createjs is a crucial topic that must be grasped by everyone, from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Getting Started With Createjs, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:

- Chapter 1: Introduction to Getting Started With Createjs
- Chapter 2: Essential Elements of Getting Started With Createjs
- Chapter 3: Getting Started With Createjs in Everyday Life
- Chapter 4: Getting Started With Createjs in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, this book will provide an overview of Getting Started With Createjs. This chapter will explore what Getting Started With Createjs is, why Getting Started With Createjs is vital, and how to effectively learn about Getting Started With Createjs.
3. In chapter 2, the author will delve into the foundational concepts of Getting Started With Createjs. The second chapter will elucidate the essential principles that must be understood to grasp Getting Started With Createjs in its entirety.
4. In chapter 3, this book will examine the practical applications of Getting Started With Createjs in daily life. The third chapter will showcase real-world examples of how Getting Started With Createjs can be effectively utilized in everyday scenarios.
5. In chapter 4, this book will scrutinize the relevance of Getting Started With Createjs in specific contexts. This chapter will explore how Getting Started With Createjs is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, this book will draw a conclusion about Getting Started With Createjs. This chapter will summarize the key points that have been discussed throughout the book.

This book is crafted in an easy-to-understand language and is complemented by engaging illustrations. It is highly recommended for anyone seeking to gain a comprehensive understanding of Getting Started With Createjs.

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Getting Started With Createjs Introduction

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