

Sams Teach Yourself Bootstrap In 24 Hours

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

"This reference guide will help you find the code necessary to build common components, see a list of all the CSS classes, and get the color values in RGB and hexadecimal format"--Back cover.

Discover how easy it is to design killer interfaces and responsive websites with the Bootstrap framework. This practical book gets you started building pages with Bootstrap's HTML/CSS-based tools and design templates right away. You'll also learn how to extend your app with interactive features, using its suite of jQuery plugins—often without writing a single line of code. Developed by Twitter and available free from GitHub, Bootstrap supports responsive design by dynamically adjusting your web page layout. With just a basic knowledge of HTML, CSS, and JavaScript, you can build apps that work equally well on desktop screens, smartphones, and tablets. This book shows you how. Become familiar with Bootstrap's file structure, grid systems, and container layouts Learn HTML elements for typography, code, tables, forms, buttons, images, and icons Design interfaces and other web elements, such as navigation, breadcrumbs, and custom modal windows Use jQuery plugins for features such as revolving slideshows, tabbable interfaces, and dropdown menus Modify everything from column count to typography colors with the LESS stylesheet language

In just 24 sessions of one hour or less, you can master the Objective-C language, and start using it to write powerful native applications for both Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities... make the most of its powerful implementation of objects and messaging...work effectively with design patterns, collections, blocks, threading, and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Use Xcode to write Objective-C software more quickly and efficiently Master Objective-C's object-oriented features and techniques Efficiently organize program files and projects Make the most of Objective-C's powerful messaging capabilities Declare classes, instance variables, properties, methods, and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections, including dictionaries and sets Manage memory the modern way, with Automatic Reference Counting (ARC) Expand and extend classes with protocols, delegates, categories, and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work

with portable, anonymous code blocks Manage queues and threading with Grand Central Dispatch

Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best practices. Finally, you will test and debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques. Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.

Learn AngularJS, JavaScript and jQuery Web Application Development In just a short time, you can learn the basics of the JavaScript language, jQuery library, and AngularJS framework – and find out how to use them to build well-designed, reusable components for web applications. Sams Teach Yourself AngularJS, JavaScript, and jQuery All in One assumes absolutely no previous knowledge of JavaScript or jQuery. The authors begin by helping students gain the relevant JavaScript skills they need, introducing JavaScript in a way specifically designed for modern AngularJS web development. Each short, easy lesson builds on all that's come before, teaching new concepts and techniques from the ground up, through practical examples and hands-on problem solving. As you complete the lessons in this book, you'll gain a practical understanding of how to provide rich user interactions in your web pages, adding dynamic code that allows web pages to instantly react to mouse clicks and finger swipes, and interact with back-end services to store and

retrieve data from the web server. Learn how to: Create powerful, highly interactive single-page web applications Leverage AngularJS's innovative MVC approach to web development Use JavaScript in modern frameworks Implement JavaScript, jQuery, and AngularJS together in web pages Dynamically modify page elements in the browser Use browser events to interact with the user directly Implement client-side services that interact with web servers Integrate rich user interface components, including zoomable images and expandable lists Enhance user experience by creating AngularJS templates with built-in directives Bind user interface elements and events to the data model to add flexibility and support more robust interactivity Define custom AngularJS directives to extend HTML's capabilities Build dynamic browser views to provide richer user interaction Create custom services you can integrate into many AngularJS applications Develop a well-structured code base that's easy to reuse and maintain Contents at a Glance Part I: An Introduction to AngularJS, jQuery, and JavaScript Development 1 Introduction to Dynamic Web Programming 2 Debugging JavaScript in Web Pages 3 Understanding Dynamic Web Page Anatomy 4 Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout 5 Jumping into jQuery and JavaScript Syntax 6 Understanding and Using JavaScript Objects Part II: Implementing jQuery and JavaScript in Web Pages 7 Accessing DOM Elements Using JavaScript and jQuery Objects 8 Navigating and Manipulating jQuery Objects and DOM Elements with jQuery 9 Applying JavaScript and jQuery Events for Richly Interactive Web Pages 10 Dynamically Accessing and Manipulating Web Pages with JavaScript and jQuery 11 Working with Window, Browser, and Other Non-Web Page Elements Part III: Building Richly Interactive Web Pages with jQuery 12 Enhancing User Interaction Through jQuery Animation and Other Special Effects 13 Interacting with Web Forms in jQuery and JavaScript 14 Creating Advanced Web Page Elements in jQuery 15 Accessing Server-Side Data via JavaScript and jQuery AJAX Requests Part IV: Utilizing jQuery UI 16 Introducing jQuery UI 17 Using jQuery UI Effects 18 Advanced Interactions With jQuery UI Interaction Widgets 19 Using jQuery UI Widgets to Add Rich Interactions to Web Pages Part V: Building Web Applications with AngularJS 20 Getting Started with AngularJS 21 Understanding AngularJS Application Dynamics 22 Implementing the Scope as a Data Model 23 Using AngularJS Templates to Create Views 24 Implementing Directives in AngularJS Views 25 Creating Your Own Custom Directives to Extend HTML 26 Using Events to Interact with Data in the Model 27 Implementing AngularJS Services in Web Applications 28 Creating Your Own Custom AngularJS Services 29 Creating Rich Web Application Components the AngularJS Way

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web

Access Free Sams Teach Yourself Bootstrap In 24 Hours

designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. **BONUS:** Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

Bootstrap in 24 Hours, Sams Teach Yourself Sams Publishing

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You

will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

Bring dynamic server-side web content and responsive web design together to build websites that work and display well on any resolution, desktop or mobile. With this practical book, you'll learn how by combining the ASP.NET MVC server-side language, the Bootstrap front-end framework, and Knockout.js—the JavaScript implementation of the Model-View-ViewModel pattern. Author Jamie Munro introduces these and other related technologies by having you work with sophisticated web forms. At the end of the book, experienced and aspiring web developers alike will learn how to build a complete shopping cart that demonstrates how these technologies interact with each other in a sleek, dynamic, and responsive web application. Build well-organized, easy-to-maintain web applications by letting ASP.NET MVC 5, Bootstrap, and Knockout.js do the heavy lifting Use ASP.NET MVC 5 to build server-side web applications, interact with a database, and dynamically render HTML Create responsive views with Bootstrap that render on a variety of modern devices; you may never code with CSS again Add Knockout.js to enhance responsive web design with snappy client-side interactions driven by your server-side web application

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete

apps targeted at diverse mobile devices. Coverage includes: * *Understanding how HTML5 improves mobile development. *Detecting mobile devices and HTML5 support, and upgrading sites to support them. *Styling and building mobile pages with HTML5. *Using the canvas, typography, audio/video, and forms *Adding microformats, drag-and-drop, and other advanced features. *Designing efficient mobile apps. *Using advanced Web Application APIs and web storage. *Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks... Q and As, Quizzes, and Exercises test their knowledge... 'Did You Know?' tips offer insider advice... 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

Unearth the potential of Bootstrap with step-by-step guidance. About This Book An applied guide exploring web application development with Bootstrap 4 Learn responsive web design and discover how to build mobile-ready websites with ease Become an expert in Bootstrap framework, and speed up frontend development and prototyping through real-life examples Who This Book Is For If you're a web developer with little or no knowledge of Bootstrap, then this course is for you. The course offers support for version 4 of Bootstrap; however, it will offer support for version 3 as well. So, you will be ready for whatever comes your way. Prior knowledge of HTML, CSS, and JavaScript is expected. What You Will Learn Discover how to use Bootstrap's components and elements, and customize them for your own projects Understand the framework's usage in the best way with the recommended development patterns Use Sass to customize your existing themes Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Customize the behavior and features of Bootstrap's jQuery Plugins extensively Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Work with content, such as tables and figures In Detail Bootstrap framework's ease-of-use (along with its cross-browser compatibility, support for mobile user interfaces, and responsive web design capabilities) makes it an essential building block for any modern web application. With the first module, plunge into the Bootstrap frontend framework with the help of examples that will illustrate the use of each element and component in a proper way. You will get a better understanding of what is happening and where you want to reach. Also, you will gain confidence with the framework and develop some very common examples using Bootstrap. All these examples are explained step by step and in depth. The second module is a comprehensive tutorial; we'll teach you everything that you need to know to start building websites with Bootstrap 4 in a practical way. You'll learn about build tools such as Node, Grunt, and many others. You'll also discover the principles of mobile-first design in order to ensure that your pages can fit any screen size and meet responsive requirements. Learn Bootstrap's grid system and base CSS to ensure that your designs are robust and that your development process is speedy and efficient. Right from

the first chapter of the third module, you'll delve into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web interfaces. Once you reach the final pages of this book, you should have mastered the framework's ins and outs, and should be building highly customizable and optimized web interfaces. The course will enable you to rapidly build elegant, powerful, and responsive interfaces for professional-level web pages using Bootstrap 4. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Bootstrap by Example – by Silvio Moreto Learning Bootstrap 4, Second Edition – by Matt Lambert Mastering Bootstrap 4 – by Benjamin Jakobus and Jason Marah Style and approach This course will help you unearth the potential of Bootstrap and will provide a step-by-step guide on how to create beautiful websites and model web applications. Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original. In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development - from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to:

- * Build web pages with HTML5 and CSS
- * Use JavaScript to build dynamic, interactive web pages
- * Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications
- * Enhance interactivity with AJAX
- * Leverage JavaScript libraries such as jQuery
- * Work with cookies and user sessions
- * Get user input with web-based forms
- * Use basic SQL commands
- * Interact with the MySQL database using PHP
- * Write maintainable code and get started with version control
- * Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful
- * Create a web-based discussion forum or calendar
- * Add a storefront and shopping cart to your site

Contents at a Glance

PART I Web Application Basics

- 1 Understanding How the Web Works
- 2 Structuring HTML and Using Cascading Style Sheets
- 3 Understanding the CSS Box Model and Positioning
- 4 Introducing JavaScript
- 5 Introducing PHP

PART II Getting Started with Dynamic Web Sites

- 6 Understanding Dynamic Web Sites and HTML5 Applications
- 7 JavaScript Fundamentals: Variables, Strings, and Arrays
- 8 JavaScript Fundamentals: Functions, Objects, and Flow Control
- 9 Understanding JavaScript Event Handling
- 10 The Basics of Using jQuery

PART III Taking Your Web Applications to the Next Level

- 11 AJAX: Getting Started with Remote Scripting
- 12 PHP Fundamentals: Variables, Strings, and Arrays
- 13 PHP Fundamentals: Functions, Objects, and Flow Control
- 14 Working with Cookies and User Sessions
- 15 Working with

Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Learn to use one of the most popular CSS frameworks and build mobile-friendly web pages. Used for numerous websites and applications, Bootstrap is a key tool for modern web development. You will explore the grid system and then be introduced to the

power of Bootstrap in practical projects. You'll make navigation bars, use themes and styling, create and manipulate cover pages, admin dashboards, forms, and modal dialogs. You'll learn to use Scrollspy and create tooltips and popovers. Today's web is responsive and Bootstrap continues to be at the forefront with web professionals. Learn by doing with Practical Bootstrap today.

What You Will Learn

- Review how the grid system applies to Bootstrap
- Create stunning cover pages that encompass a large background image
- Build an admin dashboard page that changes its layout according to a device's display width
- Work with the modal HTML markup and its main parts
- Customize modal behavior by setting various options using JavaScript
- Integrate Bootstrap JavaScript libraries with your own HTML page
- Add scroll spying functionality to your long-content pages
- Adjust the offset and activation point of the scroll sections

Who This Book Is For

Anyone who wants to learn how to use Bootstrap. You should have knowledge of HTML, CSS and basic JavaScript.

Learn to create great-looking responsive web sites with Bootstrap

In just 24 lessons of one hour or less, Sams Teach Yourself Bootstrap in 24 Hours helps you use the free and open source Bootstrap framework to quickly build websites that automatically reflect each user's device and experience, without complex hand crafting. This book's straightforward, step-by-step approach shows you how to install Bootstrap and quickly build basic sites; extend them with styles, components, and JavaScript plug-ins, and even create sophisticated designs with advanced features. In just a few hours, you'll be using Bootstrap to bring responsive design to virtually any site. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Bootstrap development tasks

Practical, hands-on examples show you how to apply what you learn

Quizzes and exercises help you test your knowledge and stretch your skills

Notes and tips point out shortcuts and solution

Learn how to...

- Download Bootstrap and integrate it into your project
- Quickly build your first Bootstrap site with the basic template
- Create beautiful and responsive site layouts with Bootstrap's built-in grids
- Display more interesting text with labels, badges, panels, and wells
- Style tables and forms so they're attractive, readable, and responsive
- Use images, media, and icons, including free Glyphicons
- Quickly create navigation and buttons, including dropdowns and search fields
- Add alignment, color, and visibility with Bootstrap's CSS utilities
- Extend your site with alerts, image carousels, and other JavaScript plugins
- Rapidly create appealing functional prototypes
- Customize Bootstrap with CSS, Less, and Sass
- Lighten Bootstrap downloads by stripping out unnecessary features
- Build accessible sites
- Create complex designs that don't look generic

Who This Book is For

Those who already have an understanding of the basics of HTML and CSS

Having an understanding of JavaScript will make this book a bit easier to absorb, but it is not required because the basics of JavaScript are covered

Bootstrap is a HTML5, CSS and JavaScript framework that enjoys 72% of the market share. It is used to create mobile-first responsive websites quickly and easily. Bootstrap 5 is the newest version of this framework. Leaving behind jQuery for a more integrated web languages model Bootstrap 5 will drive a new generation of websites. No matter what your goal, this eBook will get you working with and understanding how Bootstrap 5 works. No matter what your goal, curiosity, career building, developing a business website. This eBook will give you the understanding you need to take existing HTML5 skills and use them with the

world's most popular web framework.

Unearth the potential of Bootstrap 4 to create highly responsive and beautiful websites using modern web techniques About This Book This book shows how to take advantage of the all new features introduced in Bootstrap Learn responsive web design and discover how to build mobile-ready websites with ease Find out how to extend the capabilities of Bootstrap with a huge range of tools and plugins, including jQuery, Do more with JavaScript and learn how to create an enhanced user experience Who This Book Is For If you want to learn to build enterprise-level websites efficiently with Bootstrap, this book is for you. You must have a basic and fundamental understanding of HTML, CSS, and JavaScript; however, there is no need to have prior Bootstrap experience. What You Will Learn Fire up Bootstrap and set up the required build tools to get started See how and when to use Flexbox with the Bootstrap layouts Find out how to make your websites responsive, keeping in mind Mobile First design Work with content such as tables and figures Play around with the huge variety of components that Bootstrap offers Extend your build using plugins developed from JavaScript Use Sass to customize your existing themes In Detail Bootstrap, the most popular front-end framework built to design elegant, powerful, and responsive interfaces for professional-level web pages has undergone a major overhaul. Bootstrap 4 introduces a wide range of new features that make front-end web design even simpler and exciting. In this gentle and comprehensive book, we'll teach you everything that you need to know to start building websites with Bootstrap 4 in a practical way. You'll learn about build tools such as Node, Grunt, and many others. You'll also discover the principles of mobile-first design in order to ensure your pages can fit any screen size and meet the responsive requirements. Learn to play with Bootstrap's grid system and base CSS to ensure your designs are robust and that your development process is speedy and efficient. Then, you'll find out how you can extend your current build with some cool JavaScript Plugins, and throw in some Sass to spice things up and customize your themes. This book will make sure you're geared up and ready to build amazingly beautiful and responsive websites in a jiffy. Style and approach With the help of several real-world examples and code, this book will teach you to build a full-featured responsive website in Bootstrap, which is mobile-ready.

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning

by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability

Contents at a Glance

Part I: Getting Started on the Web

- 1 Understanding How the Web Works
- 2 Structuring an HTML Document
- 3 Understanding Cascading Style Sheets

Part II: Building Blocks of HTML

- 4 A Closer Look at HTML5 Page Structure
- 5 Working with Text Blocks and Lists
- 6 Working with Fonts
- 7 Working with Colors and Borders
- 8 Using External and Internal Links
- 9 Using Tables and Columns
- 10 Creating Images for Use on the Web
- 11 Using Images in Your Web Site
- 12 Using Multimedia in Your Web Site

Part III: Advanced Web Page Design with CSS

- 13 Working with Margins, Padding, Alignment, and Floating
- 14 Understanding the CSS Box Model and Positioning
- 15 Creating Fixed or Liquid Layouts
- 16 Using CSS to Do More with Lists
- 17 Using CSS to Design Navigation
- 18 Using Mouse Actions to Modify Text Display
- 19 Implementing CSS3 Transforms, Transitions, and Animations

PART IV: Advanced Web Site Functionality and Management

- 20 Creating Print-Friendly Web Pages
- 21 Understanding Dynamic Web Sites and HTML5 Applications
- 22 Working with Web-Based Forms
- 23 Organizing and Managing a Web Site
- 24 Helping People Find Your Web Pages

Among the most useful tools in the production of any TV show or film is the storyboard, which is the visual blueprint of a project before it is shot. The director's vision is illustrated in the manner of a comic strip and handed on to the crew for purposes of budgeting, design, and communication. Storyboards: Motion in Art 3/e is an in depth look at the production and business of storyboards. Using exercises, real-life examples of working in the entertainment industry, interviews with people in the industry, and sample storyboard drawing, this book will teach you how to :

- * Develop and Improve your boards
- * Work with directors
- * Develop your resume and your portfolio
- * Market your talent
- * Create and improve a storyboard using computers

Packed full of practical industry information and examples, this book will help the reader improve their skills to either land their first assignment or advance their career.

Access Free Sams Teach Yourself Bootstrap In 24 Hours

Learn how to use lightweight CSS framework alternatives to build intuitive websites. This book presents five project examples that use Skeleton, Miligram, UI Kit, Material Design Lite and Susy. This no-nonsense introduction will help you understand the concept of designing interactive websites using these frameworks with ease. Each framework is demonstrated through a practical project in an easy-to-understand manner. Web design is streamlined nowadays thanks to CSS frameworks and, although Bootstrap and Foundation rule the roost with web design, you don't need an exhaustive framework like these for smaller websites. You'll get a glimpse into additional front-end frameworks which basically are pre-prepared packages containing structure of files and folders of HTML and CSS documents (some with JavaScript functions) that help designers and developers build interactive and immersive websites. What You'll Learn Delve deeper into the world of CSS designs Create interactive and immersive webpages with UI Kit, Material Design Life, and Susy Build a landing webpage with Skeleton Design a product page for a Secure VPN product with Milligram Who This Book Is For Readers who are familiar with basic knowledge of HTML, CSS, and JavaScript, and experienced web designers who aren't familiar with frameworks other than Bootstrap or Foundation.

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express web framework
- Manage data persistence with Node.js and MongoDB
- Debug and test Node.js applications
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester
- Build powerful real-time solutions, from chat servers to Twitter clients
- Create JSON APIs using JavaScript on the server
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams
- Create and publish a Node.js module

Offers twenty-four one hour lessons that discuss the value of Web service applications and explain how to build them.

8+ Hours of Video Instruction It can be difficult for developers familiar with Java and other languages to make the

transition to modern JavaScript. If you simply want to be productive with JavaScript as it exists today, then you don't want to relive history with books or courses that teach older JavaScript versions, or that assume familiarity with those older versions and focus on recently introduced features. This course assumes that you are a competent programmer who understands branches and loops, functions, data structures, and the basics of object-oriented programming. You will get up to speed with modern JavaScript in the shortest possible time.

Description Modern JavaScript for the Impatient LiveLessons focuses on how to be productive with JavaScript as it exists today. After reviewing the fundamentals of values, variables, and control flow, the video thoroughly covers functions, objects, and classes. The standard library and the most commonly used tools are also covered, as well as key topics related to asynchronous programming, internationalization, and modules.

Related Content This training pairs with Cay Horstmann's book *Modern JavaScript for the Impatient* (9780136502142) About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of *Core Java, Volume II, Fundamentals, Eleventh Edition* (2019); *Core Java, Volume I, Fundamentals, Eleventh Edition* (2018); *Core Java SE 9 for the Impatient, Second Edition* (2018); *Java SE 8 for the Really Impatient* (2014); and *Scala for the Impatient* (2012). He has written more than a dozen other books for professional programmers and computer science students.

What You Will Learn After starting with the basics-JavaScript values, variables, and types, and a quick overview of expressions and the various type of flow control statements-Horstmann shows viewers how to implement functions that consume and produce other functions and how to use closures to implement a form of classes before moving on to more advanced topics including: Object-oriented programming with modern JavaScript (classes and inheritance and how these are implemented with prototypes) The standard library (numbers and dates, strings and regular expressions, as well as arrays and collections.) Metaprogramming, iterators, and generators (a powerful mechanism to bridge between linear and event-driven control flow) How to use proxies to inter...

CSS3 is behind most of the eye-catching visuals on the Web today, but the official documentation can be dry and hard to follow and browser implementations are scattershot at best. The *Book of CSS3* distills the dense technical language of the CSS3 specification into plain English and shows you what CSS3 can do right now, in all major browsers. With real-world examples and a focus on the principles of good design, it extends your CSS skills, helping you transform ordinary markup into stunning, richly-styled web pages. You'll master the latest cutting-edge CSS3 features and learn how to:

- Stylize text with fully customizable outlines, drop shadows, and other effects
- Create, position, and resize background images on the fly
- Spice up static web pages with event-driven transitions and animations
- Apply 2D and 3D transformations to text and images
- Use linear and radial gradients to create smooth color transitions
- Tailor a website's

appearance to smartphones and other devices. A companion website includes up-to-date browser compatibility charts and live CSS3 examples for you to explore. The Web can be an ugly place—add a little style to it with *The Book of CSS3*. In *Peter Read Miller on Sports Photography*, the 30-year *Sports Illustrated* veteran photographer takes you into the action of many of his most iconic shots, relating the stories behind the photos of some of the world's greatest athletic events, including the Olympics and the Super Bowl. Discussing the circumstances surrounding particular shots, Peter shares observations of the athletes themselves, and provides tips and techniques for sports photographers of all levels looking to capture great photos of football, track and field, gymnastics, and swimming, as well as dynamic portraits of athletes. Unlike photo collections by other greats of sports photography, this book seamlessly interweaves the images and the fascinating stories behind them with photographic instruction, while giving you an inside look at what it's like to work at the nation's leading sports publication. Beautifully illustrated with images from the Olympics, football, and portrait sessions with professional athletes, this book offers a rich and inspiring experience for sports photographers, sports fans, and *Sports Illustrated* readers.

Get a Jump Start on building applications with Bootstrap today! Originally developed by Twitter, Bootstrap is a framework that making the once-arduous process of crafting fully responsive web designs a breeze! Discover why Bootstrap is fast becoming a favorite tool of top web designers. In just one weekend with this hands-on tutorial, you'll learn how to: Integrate Bootstrap into your projects Understand the basic Bootstrap template Work with Bootstrap's grid Customize Bootstrap to work with any project

During the past decade there has been an explosion in computation and information technology. With it have come vast amounts of data in a variety of fields such as medicine, biology, finance, and marketing. The challenge of understanding these data has led to the development of new tools in the field of statistics, and spawned new areas such as data mining, machine learning, and bioinformatics. Many of these tools have common underpinnings but are often expressed with different terminology. This book describes the important ideas in these areas in a common conceptual framework. While the approach is statistical, the emphasis is on concepts rather than mathematics. Many examples are given, with a liberal use of color graphics. It should be a valuable resource for statisticians and anyone interested in data mining in science or industry. The book's coverage is broad, from supervised learning (prediction) to unsupervised learning. The many topics include neural networks, support vector machines, classification trees and boosting---the first comprehensive treatment of this topic in any book. This major new edition features many topics not covered in the original, including graphical models, random forests, ensemble methods, least angle regression & path algorithms for the lasso, non-negative matrix factorization, and spectral clustering. There is also a chapter on methods for "wide" data (p bigger than n), including multiple testing and false discovery rates. Trevor Hastie, Robert Tibshirani, and Jerome Friedman are professors of statistics at Stanford University. They are prominent researchers in this area: Hastie and Tibshirani developed generalized additive models and wrote a popular book of that title. Hastie co-developed much of the statistical modeling

software and environment in R/S-PLUS and invented principal curves and surfaces. Tibshirani proposed the lasso and is co-author of the very successful *An Introduction to the Bootstrap*. Friedman is the co-inventor of many data-mining tools including CART, MARS, projection pursuit and gradient boosting.

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781119038634; and in softcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781118907443.

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a

Access Free Sams Teach Yourself Bootstrap In 24 Hours

straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development – from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to:

- Build web pages with HTML5 and CSS
- Use JavaScript to build dynamic, interactive web pages
- Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications
- Enhance interactivity with AJAX
- Leverage JavaScript libraries such as jQuery
- Work with cookies and user sessions
- Get user input with web-based forms
- Use basic SQL commands
- Interact with the MySQL database using PHP
- Write maintainable code and get started with version control
- Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful
- Create a web-based discussion forum or calendar
- Add a storefront and shopping cart to your site

Contents at a Glance

PART I Web Application Basics

- 1 Understanding How the Web Works
- 2 Structuring HTML and Using Cascading Style Sheets
- 3 Understanding the CSS Box Model and Positioning
- 4 Introducing JavaScript
- 5 Introducing PHP

PART II Getting Started with Dynamic Web Sites

- 6 Understanding Dynamic Web Sites and HTML5 Applications
- 7 JavaScript Fundamentals: Variables, Strings, and Arrays
- 8 JavaScript Fundamentals: Functions, Objects, and Flow Control
- 9 Understanding JavaScript Event Handling
- 10 The Basics of Using jQuery

PART III Taking Your Web Applications to the Next Level

- 11 AJAX: Getting Started with Remote Scripting
- 12 PHP Fundamentals: Variables, Strings, and Arrays
- 13 PHP Fundamentals: Functions, Objects, and Flow Control
- 14 Working with Cookies and User Sessions
- 15 Working with Web-Based Forms

PART IV Integrating a Database into Your Applications

- 16 Understanding the Database Design Process
- 17 Learning Basic SQL Commands
- 18 Interacting with MySQL Using PHP

PART V Getting Started with Application Development

- 19 Creating a Simple Discussion Forum
- 20 Creating an Online Storefront
- 21 Creating a Simple Calendar
- 22 Managing Web Applications

PART VI Appendixes

- A Installation QuickStart with XAMPP
- B Installing and Configuring MySQL
- C Installing and Configuring Apache
- D Installing and Configuring PHP

Learn from the newest, updated edition of the highly acclaimed introduction to HTML, Sams Teach Yourself HTML and CSS In 24 Hours. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages. You'll be able to study revisions that refine examples, as well as provide an enhanced integration with your web pages. You'll also gain a comprehensive understanding with new examples that match the current state of HTML. This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Chapters include: Understanding HTML and XHTML Creating Your Own Web

Page Graphics Using Tables to Organize and Lay Out Your Pages Using Style Sheets for Page Layout Dynamic Web Pages JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia. Get introduced to front-end CSS frameworks using the latest version of Bootstrap. Through easy-to-follow instructions and examples, this book will prepare you to create powerful web applications using Bootstrap 4.5. This updated second edition of Introducing Bootstrap 4 builds your understanding of the basic rules of CSS, the SASS pre-compiler, Bootstrap, and how they work together. After learning to set up CSS on both Linux (Ubuntu) and Windows, you will discover how you can make use of templates and themes written for Bootstrap, and how to refine the user interface. You will also find out how you can utilize and activate components. Numerous screenshots and code snippets are provided to help explain and reinforce the concepts discussed in the book. CSS frameworks give front-end developers the capability to create responsible and adaptive web designs that are able to accommodate the various variations of modern browsers. Start front-end development using Bootstrap 4.5 with this book. What You Will Learn Explore the Bootstrap features required to create web applications Understand the basics of responsive web design using CSS 3 Install the SASS framework and understand how to use it Master practical aspects of using Bootstrap in real-life scenarios Who This Book Is For This book is intended for beginner-level web designers and developers interested in front-end development.

[Copyright: 39c759b15736be439de2081a93d2f06d](#)