Supercharged JavaScript Graphics

By Raffaele Cecco

O'Reilly Media. Paperback. Book Condition: New. Paperback. 282 pages. Dimensions: 9.1in. x 7.0in. x 0.7in.With HTML5 and improved web browser support, JavaScript has become the tool of choice for creating high-performance web graphics. This faced-paced book shows you how to use JavaScript, jQuery, DHTML, and HTML5s Canvas element to create rich web applications for computers and mobile devices. By following real-world examples, experienced web developers learn fun and useful approaches to arcade games, DHTML effects, business dashboards, and other applications. This book serves complex subjects in easily digestible pieces, and each topic acts as a foundation for the next. Tackle JavaScript optimization and understand how it impacts performanceCreate fast-moving graphics by combining old-school DHTML with jQueryLearn advanced UI techniques using the jQuery UI and Ext JS librariesBuild games with collision detection, object handling, and JavaScript scrolling techniquesMaster HTML5 Canvas basics for drawings, fills, bitmaps, animation, and moreCreate applications for the small screen with jQuery Mobile and PhoneGapUse Googles data visualization tools to create interactive dashboards This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

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