

George Ornbo

24 Proven One-Hour Lessons

Sams **Teach Yourself**

node.js

in **24**
Hours

SAMS

Sams Teach Yourself Node Js In 24 Hours

Tao Wei



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Sams Teach Yourself Node.js in 24 Hours George Ornbo, 2012-09-05 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

Sams Teach Yourself Maya in 24 Hours Kenny Roy, Fiona Rivera, 2014 Full color learn how to create impressive 3D imagery Cover **Maya in 24 Hours, Sams Teach Yourself** Kenny Roy, Fiona Rivera, 2013-07-29 In just 24 sessions of one hour or less Sams Teach Yourself Maya in 24 Hours will help you master Autodesk Maya 2014 and use it to create outstanding 3D graphics and animations Using this book's straightforward step by step approach you'll master powerful Maya 2014 tools for modeling texturing rigging animating lighting rendering and 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 Maya tasks Quizzes and exercises test your knowledge of key Maya 2014 tools at the end of each hour Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Learn how to Get comfortable with Autodesk Maya 2014's complex interface Quickly access the Maya 2014 tools you need for any task Efficiently manage your assets and files Model with polygonal geometry and NURBS curves surfaces Unfold UVs and apply textures Create node networks in the hypershade Model highly realistic characters Utilize relationships and make nodes work together Rig your objects and characters for animation Add animated movement to your scenes Create and adjust cameras Build diverse shapes with BlendShapes Animate using dynamics and simulations Script and automate common tasks Improve realism with particles hair cloth effects and more Correctly light your scenes Render your final imagery Work effectively with film Manage your projects and scene workflows more efficiently On the DVD The

accompanying DVD contains how to videos for dozens of key Maya 2014 tasks extensive sample art and models and additional bonus content

Sams Teach Yourself Objective-C in 24 Hours Jesse Feiler, 2014-03-03 Full color figures and code appear as they do in Xcode 5 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 even the newest Macs and iOS devices Using this book's straightforward step by step approach you'll get comfortable with Objective C's unique capabilities and Apple's Xcode 5 development environment make the most of Objective C objects and messaging work effectively with design patterns collections blocks Foundation Classes threading Git 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 Notes present information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Use Xcode 5 to write modern Objective C software more quickly and efficiently Master Objective C's object oriented features and techniques Manage projects more efficiently with the Git source code repository Write more dynamic code with Objective C's powerful messaging architecture Declare classes instance variables properties methods and actions Work with mutable and immutable data types Organize data with collections including arrays dictionaries and sets Painlessly manage memory with Automatic Reference Counting ARC Expand and extend classes with protocols delegates categories and extensions Get started with Apple's powerful classes and frameworks Create and work with code blocks Manage queues and threading with Grand Central Dispatch

Swift in 24 Hours, Sams Teach Yourself BJ Miller, 2014-11-26 In just 24 lessons of one hour or less *Sams Teach Yourself Swift in 24 Hours* helps you build next generation OS X and iOS apps with Apple's new Swift programming language This book's straightforward step by step approach helps you quickly master Swift's core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you'll be applying advanced features such as extensions closures protocols and generics 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 Swift 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 solutions Learn how to Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow modify execution paths and iterate code Perform complex actions with functions Work with higher order functions and closures Harness the power of structs enums classes and class inheritance Customize initializers of classes structs and enums Implement instance methods type methods and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics chaining and other advanced features Interoperate with Objective C code Interact

with user interfaces Take advantage of Swift s Standard Library features and functions Who Should Read this Book Beginner intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit Sams Teach Yourself Android Game Programming in 24 Hours Jonathan Harbour,2012-11-15 In just 24 sessions of one hour or less Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4 Using a straightforward step by step approach you ll gain hands on expertise with the entire process from getting access to the hardware via the Android SDK to finishing a complete example game You ll learn to use the Android SDK and open source software to design and build fast highly playable games for the newest Android smartphones and tablets 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 Android game programming tasks Quizzes and exercises at the end of each chapter help you test your knowledge By the Way notes present interesting 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 Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era He has a Master s in Information Systems Management His portfolio site at <http://www.jharbour.com> includes a discussion forum He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours His love of science fiction led to the remake of a beloved classic video game with some friends resulting in Starflight The Lost Colony <http://www.starflightgame.com> Learn how to Install and configure the free development tools including the Android 4 SDK Java Development Kit and Eclipse or NetBeans Use the Android graphics system to bring your game characters to life Load and manage bitmaps and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer gyroscope compass light detector and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object oriented programming techniques using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written SQL in 24 Hours, Sams Teach Yourself Ryan Stephens,Arie D. Jones,Ron Plew,2015-12-11 Includes Coverage of Oracle and Microsoft SQL Implementations In just 24 lessons of one hour or less Sams Teach Yourself SQL in 24 Hours Sixth Edition helps you use SQL to build effective databases efficiently retrieve data and manage everything from performance to security This book s straightforward step by step approach shows you how to work with database structures objects queries tables and more In just hours you will be applying advanced techniques including views transactions web connections and powerful Oracle and SQL Server extensions 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 SQL 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 solutions Learn how to Define efficient database structures and objects Normalize raw databases into logically organized tables Edit relational data and tables with DML Manage transactions Write effective well performing queries Categorize summarize sort group and restructure data Work with dates and times Join tables in queries use subqueries and combine multiple queries Master powerful query optimization techniques Administer databases and manage users Secure databases and protect data Use views synonyms and the system catalog Extend SQL to the enterprise and Internet Master important Oracle and Microsoft extensions to ANSI SQL Register your product at informit.com register for convenient access to downloads updates and corrections as they become available

JavaScript in 24 Hours, Sams Teach Yourself Phil Ballard, 2018-10-04 In just 24 lessons of one hour or less Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web programming using the JavaScript language Designed for beginners with no previous programming experience this book's straightforward step by step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages 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 JavaScript programming 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 Use JavaScript to build dynamic interactive web pages Debug scripts Create scripts that work in all browsers Write clear reliable and reusable code Use object oriented programming techniques Script with the DOM Manipulate JSON data Work with HTML5 and CSS3 Control CSS with simple JavaScript code Read and write cookies Use some of the new ECMAScript features today Match patterns using regular expressions Understand and use closures Organize your code with modules

NoSQL with MongoDB in 24 Hours, Sams Teach Yourself Brad Dayley, 2014-08-21 NoSQL database usage is growing at a stunning 50% per year as organizations discover NoSQL's potential to address even the most challenging Big Data and real time database problems Every NoSQL database is different but one is the most popular by far MongoDB Now in just 24 lessons of one hour or less you can learn how to leverage MongoDB's immense power Each short easy lesson builds on all that's come before teaching NoSQL concepts and MongoDB techniques from the ground up Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this and much more Learning how NoSQL is different when to use it and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java PHP Python and Node.js Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models including collections indexes and GridFS Balancing consistency performance and durability Leveraging the immense power of Map Reduce Administering monitoring securing backing up

and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

Sams Teach Yourself NoSQL with MongoDB in 24 Hours Brad Dayley, 2015 NoSQL database usage is growing at a stunning 50% per year as organizations discover NoSQL's potential to address even the most challenging Big Data and real time database problems Every NoSQL database is different but one is the most popular by far MongoDB Now in just 24 lessons of one hour or less you can learn how to leverage MongoDB's immense power Each short easy lesson builds on all that's come before teaching NoSQL concepts and MongoDB techniques from the ground up *Sams Teach Yourself NoSQL with MongoDB in 24 Hours* covers all this and much more Learning how NoSQL is different when to use it and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java PHP Python and Node.js Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models including collections indexes and GridFS Balancing consistency performance and durability Leveraging the immense power of Map Reduce Administering monitoring securing backing up and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

iOS 7 Application Development in 24 Hours John Ray, 2014 Learn how to build powerful applications for the iPhone and iPad in just 24 sessions of 1 hour each Master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications

Sams Teach Yourself JavaScript in 24 Hours Phil Ballard, Michael Moncur, 2012-11-05 Learn JavaScript in 24 Hours Covers JavaScript 1.8 Ajax and jQuery In just 24 lessons of one hour or less you can learn how to create dynamic interactive Web pages with the popular and ubiquitous JavaScript web programming language Using a straightforward step by step approach each lesson in this book clearly and carefully walks you through basic concepts and techniques and helps you learn the essentials of JavaScript programming from the ground up Learn how to Use JavaScript to build dynamic interactive Web pages Debug scripts Create scripts that work in all browsers Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Add Ajax effects to your web pages Script animations and music Step by step instructions carefully walk you through the most common JavaScript programming tasks Quizzes at end of every chapter help you build and test your knowledge Interactive online exercises let you practice what you learn at the Codecademy web site with no downloads or installation needed Sams Publishing has teamed up with Codecademy the online place where anyone can learn and teach coding to provide readers of *Sams Teach Yourself JavaScript in 24 Hours* with an exclusive area on the Codecademy web site where you can supplement what you've learned in this book with some fun fully interactive exercises and projects After reading a lesson in the book you can roll up your sleeves and get some hands on coding experience at codecademy.com tracks teachyourself

JavaScript in 24 Hours, Sams Teach Yourself Phil

Ballard, 2015-06-04 In just 24 lessons of one hour or less *Sams Teach Yourself JavaScript in 24 Hours* helps you learn the

fundamentals of programming using the JavaScript language Designed for beginners with no previous programming experience this book s straightforward step by step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages 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 JavaScript programming 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 solutions Learn how to Use JavaScript to build dynamic interactive web pages Debug scripts Create scripts that work in all browsers Write clear reliable and reusable code Use object oriented programming techniques Script with the DOM Access JSON data Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Read and write cookies Use some of the new ECMAScript 6 features today Get started with frameworks such as AngularJS Build browser add ons and extensions Who This Book Is For Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming Browse through an HTML primer before using this book You don t need to be an HTML expert to use JavaScript but should have a basic understanding Contents at a Glance Part I First Steps with JavaScript 1 Introducing JavaScript 2 Writing Simple Scripts 3 Using Functions 4 DOM Objects and Built in Objects Part II Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III Objects 8 Object Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV HTML5 and CSS3 11 JavaScript and HTML5 12 JavaScript and CSS 13 Introducing CSS3 Part V Using JavaScript Libraries 14 Using Libraries 15 A Closer Look at jQuery 16 The jQuery UI User Interface Library 17 Ajax with jQuery Part VI Advanced Topics 18 Reading and Writing Cookies 19 Coming Soon to JavaScript 20 Using Frameworks 21 JavaScript Beyond the Web Page Part VII Learning the Trade 22 Good Coding Practice 23 Debugging Your Code 24 JavaScript Unit Testing Part VIII Appendices A Tools for JavaScript Development B JavaScript Quick Reference [Bootstrap in 24 Hours, Sams Teach Yourself](#) Jennifer Kyrnin,2015-11-04 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

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in 24 Hours, Sams Teach Yourself Dennis Sheppard,Christopher Miller,AJ Liptak,2015-10-19 In just 24 sessions of one hour or less you will be up and running with AngularJS in your Microsoft NET environment Using a straightforward step by step approach each lesson builds on your NET skills and knowledge helping you quickly learn the essentials of AngularJS and use it to streamline any web development project Step by step instructions carefully walk you through the most common questions issues and tasks Q A sections quizzes and exercises help you build and test your knowledge By The Way notes present interesting pieces of information Try it Yourself sidebars offer advice or teach an easier way to do something Watch Out cautions advise you about potential problems and help you steer clear of disaster Dennis Sheppard is a Front End Architect at NextTier Education in Chicago IL He has delivered enterprise solutions for the private equity insurance healthcare education and distribution industries Christopher Miller is an Architect at West Monroe Partners He has built solutions for the higher education private equity and renewable energy industries AJ Liptak is a Senior Consultant at West Monroe Partners specializing in modern web application development He has delivered transformative solutions for the telecom healthcare finance and distribution industries Learn how to Build AngularJS web apps from scratch or integrate with existing NET code Organize reuse and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS and their similarities to C Use AngularJS modules controllers views data binding and event handling Implement AngularJS services efficiently Work with directives custom directives and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques including filters advanced patterns and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit test and debug your single page applications Integrate AngularJS with NET Web Forms and NET MVC Build REST APIs in NET and consume their services in AngularJS Combine AngularJS with NET SignalR to build real time web apps Extend AngularJS development with bower gulp and webstorm Preview the future of AngularJS Version 2 0 and beyond

ASP.NET Core in 24 Hours, Sams Teach Yourself Jeffrey T. Fritz, 2017-12-06 In just 24 sessions of one hour or less Sams Teach Yourself ASP NET Core in 24 Hours will help you build professional quality cloud based web connected solutions with ASP NET Core This book s straightforward step by step approach guides you from the basics to advanced techniques using practical examples to help you make the most of Microsoft s radically revamped ASP NET Core framework ASP NET Program Manager Jeffrey T Fritz guides you from jumpstarting development with templates to implementing cutting edge security and containerization 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 ASP NET Core tasks and techniques Practical hands on examples show you how to apply what you learn Notes and Tips point out shortcuts solutions and problems to avoid Learn how to Set up your work environment on Windows or non Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP NET Core services and applications Access data with Entity Framework Core Build modern architectures controllers and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end points Manage client side packages with npm and bower Integrate Angular with ASP NET Core Authenticate users and protect your website with ASP NET Core Authorization Deploy ASP NET Core solutions into production Work with Docker containers in the ASP NET Core environment **Go in 24**

Hours, Sams Teach Yourself George Ornbø, 2017-12-20 In just 24 sessions of one hour or less Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that s simpler more reliable and far more scalable This book s straightforward step by step approach guides you from setting up your environment through testing and deploying powerful solutions Using practical examples expert Go developer George Ornbø walks you through Go s fundamental constructs demonstrates its breakthrough features for concurrent and network programming and illuminates Go s powerful new idioms 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 Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical hands on examples show you how to apply what you learn Notes and Tips point out shortcuts solutions and problems to avoid Two bonus chapters available online Hour 25 Creating a RESTful JSON API and Hour 26 Creating a TCP Chat Server Learn how to Get productive quickly with Go development tools and web servers Master core features including strings functions structs and methods Work with types variables functions and control structures Make the most of Go s arrays slices and maps Write powerful concurrent software with Goroutines and channels Handle program errors smoothly Promote code reuse with packages Master Go s unique idioms for highly effective coding Use regular expressions and time date functions Test and benchmark Go code Write basic command line programs HTTP servers and HTTP clients Efficiently move Go code into production Build basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online

downloads updates and or corrections as they become available Sams Teach Yourself JavaScript in 24 Hours Michael G. Moncur, 2002 One in a series of Teach Yourself books designed for users with time limitations this book offers a structured guide to learning how to use JavaScript 1 3 AngularJS, JavaScript, and jQuery All in One, Sams Teach Yourself Brad Dayley, Brendan Dayley, 2015-07-17 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

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Sams Teach Yourself Node Js In 24 Hours Introduction

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