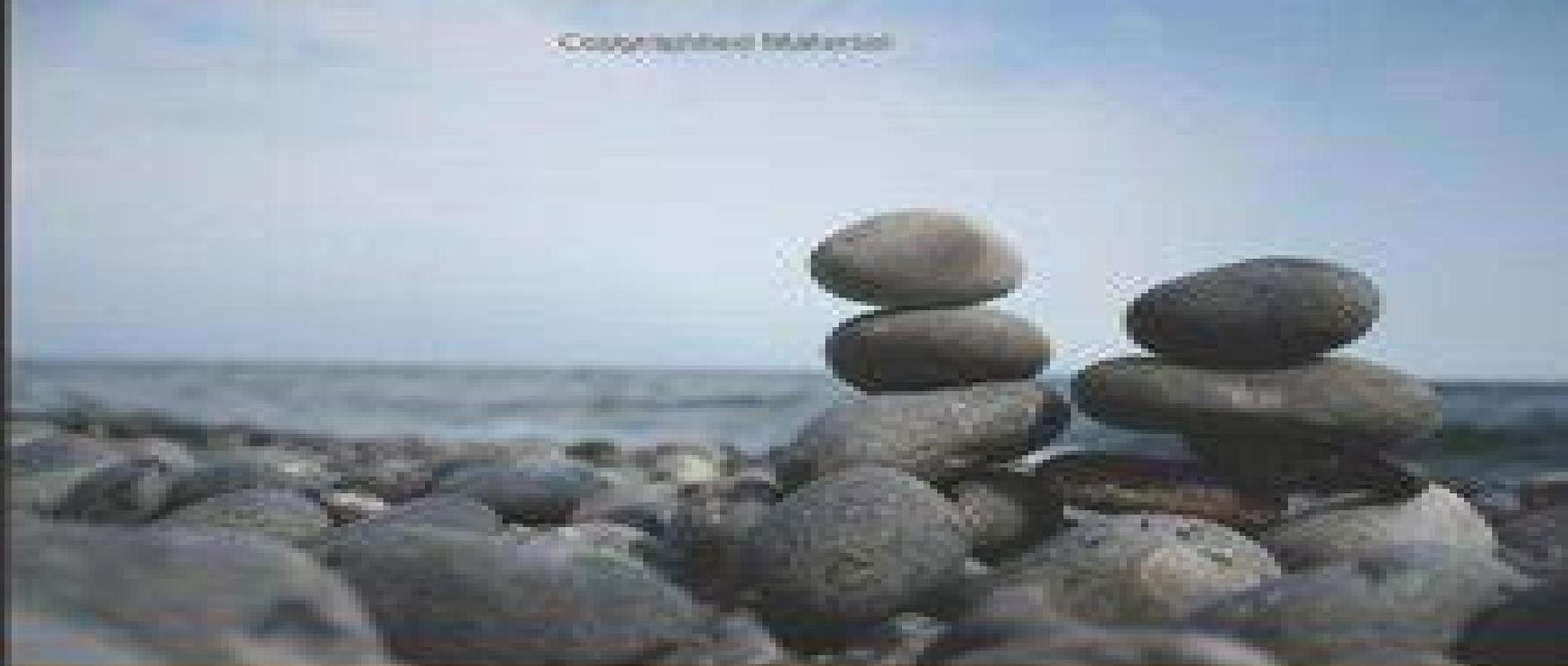


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Flash Professional CS6 Katherine Ulrich,2012-08-15 Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users With Flash Professional CS6 Visual QuickStart Guide readers get a solid grounding in the fundamentals 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.

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

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

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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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