
Socket Io Node Js Node Serialport Arduino

Getting Started with GEO, CouchDB, and Node.js
Server-side development with Node 10 made easy, 4th Edition
Getting Started with GEO, CouchDB, and Node.js
Vue.js in Action
Mastering Node.js
Core HTML5 2D Game Programming
Internet of Things with JavaScript (Node.JS + Johnny-five + Socket.IO)
Beans
Node.js in Action
Pro Node.js for Developers
Professional Node.js
Eloquent JavaScript
Socket.IO Cookbook
Bootstrap, Expressjs, Angularjs, Nodejs, Socket.IO-How to Write Real-Time Features in JavaScript
Understand and Build Decoupled Django Architectures for JavaScript Front-ends
Node.js: Real-Time Web with Socket.IO.
MERN Quick Start Guide
Writing Server-Side JavaScript Applications
Express in Action
Socket. IO Real-Time Web Application Development
WebSocket
Learning Node
A Problem-Solution Approach
Program Your Scalable Network Applications and Web Services with Node.js
Node.js Web Development
Jump Start Node.js
Building Real-World Scalable Web Apps
hapi.js in Action
Node.js Recipes
Master Node.js by building real-world applications
A Modern Introduction to Programming
Node.js Blueprints
Smashing Node.js
Writing, building, and testing Node.js applications
Real-Time Communication with WebRTC
Master Express.js: The Node.js Framework For Your Web Development
Building Javascript Based Scalable Software
Building Scalable Apps with Redis and Node.js
Build web applications with MongoDB, Express.js, React, and Node

Socket Io Node Js Node Serialport Arduino

Downloaded from ftp.wtvq.com by guest

VANESSA PHELPS

Getting Started with GEO, CouchDB, and Node.js Apress

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
Packt Publishing Ltd
This book aims to provide alternative guides and solutions for building Internet of Things applications using Javascript. So far JavaScript is commonly used on web-based information system applications. In this book you will dig deeper into JavaScript programming for hardware handling (Arduino)

which can be integrated with another JavaScript libraries to build an interactive and real-time web-based interface system.

Server-side development with Node 10 made easy, 4th Edition "O'Reilly Media, Inc."

Learn to build fast and scalable software in JavaScript with Node.js Node.js is a powerful and popular new framework for writing scalable network programs using JavaScript. This no nonsense book begins with an overview of Node.js and then quickly dives into the code, core concepts, and APIs. In-depth coverage pares down the essentials to cover debugging, unit testing, and flow control so that you can start building and testing your own modules right away. Covers node and asynchronous programming main concepts Addresses the basics: modules, buffers, events, and timers Explores streams, file systems, networking, and automated unit testing Goes beyond the basics, and shares techniques and tools for debugging, unit testing, and flow control If you already know JavaScript and are curious about the power of Node.js, then this is the ideal book for you.

Getting Started with GEO, CouchDB, and Node.js Simon and Schuster

Vue.js is a front-end framework that builds on many of the reactive UI ideas introduced in React.js. Vue.js in Action teaches readers to build fast, flowing web UI with the Vue.js framework. As they move through the book, readers put their skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Vue.js in Action Packt Publishing Ltd

Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of

Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. Practical Node.js takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoose and Mongooskin. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. Fully supported by a continuously updated source code repository on GitHub and with full-color code examples, learn what you can do with Node.js and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Implement a third-party OAuth strategy with Everyauth Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment.

Mastering Node.js Packt Publishing Ltd

This book contains an extensive set of practical examples and an easy-to-follow approach to creating 3D objects. This book is great for anyone who already knows JavaScript and who wants to start creating 3D graphics that run in any browser. You don't need to know anything about advanced math or WebGL; all that is needed is a general knowledge of JavaScript and HTML. The required materials and examples can be freely downloaded and all tools used in this book are open source.

Core HTML5 2D Game Programming Lulu.com

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. A simple and easy-to-follow starter approach will help guide the readers through how to develop a real-time web application using Node.js with the help of a sample project. Instant NodeJS Starter is great for web developers who know JavaScript and are curious about Node.js and want to understand and be able to quickly start creating their first applications on it. This book is also recommended for people with experience in network programming and event-driven programming to be able to get started using this exciting technology.

Internet of Things with JavaScript (Node.js + Johnny-five + Socket.IO) Packt Publishing Ltd

Summary Express in Action is a carefully designed tutorial that teaches you how to build web applications using Node and Express. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Express.js is a web application framework for Node.js. Express organizes your server-side JavaScript into testable, maintainable modules. It provides a powerful set of features to efficiently manage routes, requests, and views along with beautiful boilerplate for your web applications. Express helps you concentrate on what your application does instead of managing time-consuming technical details. About the Book Express in Action teaches you how to build web applications using Node and Express. It starts by introducing Node's powerful traits and shows you how they map to the features of Express. You'll explore key development techniques, meet the rich ecosystem of companion tools and libraries, and get a glimpse into its inner workings. By the end of the book, you'll be able to use Express to build a Node app and know how to test it, hook it up to a database, and automate the dev process. What's Inside Simplify Node app setup with Express Testing Express applications Use Express for easy access to Node features Data storage with MongoDB Covers Express 4 and Express 5 alpha About the Reader To get the most out of this book, you'll need to know the basics of web application design and be proficient with JavaScript. About the Author Evan Hahn is an active member of the Node and Express community and contributes to many open source JavaScript projects. Table of Contents PART 1 INTRO What is Express? The basics of Node.js Foundations of Express PART 2 CORE Middleware Routing Building APIs Views and templates: Pug and EJS PART 3 EXPRESS IN CONTEXT Persisting your data with MongoDB Testing Express applications Security Deployment: assets and Heroku Best practices

Beans Packt Pub Limited

Over 40 recipes to help you create real-time JavaScript applications using the robust Socket.IO framework About This Book Create secure WebSocket connections and real-time mobile applications using Socket.IO Devise efficient messaging systems between the server side and the client side A step-by-step implementation guide to help you create elements of Socket.IO application Who This Book Is For If you have some knowledge of JavaScript and Node.js and want to create awe-inspiring application experiences using real time communication, then this book is for you. Developers with knowledge of other scripting languages should also be able to easily follow along. What You Will Learn Build rich and interactive real-time dashboards using Socket.IO to pipe in data as it becomes available Design chat and multiple-person interfaces that leverage Socket.IO for communication Segment conversations to rooms and namespaces so that every socket doesn't have to receive every message Secure your data by implementing various authentication techniques, locking down the HTTP referrer and using secure WebSockets Load balance across multiple server-side nodes and keep your WebSockets in sync using Redis, RabbitMQ or Memcached Stream binary data such as audio and video in real-time over a Socket.IO connection Create real-time experiences outside of the browser by integrating Socket.IO with hybrid mobile applications In Detail Socket.IO is a JavaScript library that provides you with the ability to implement real-time analytics, binary streaming, instant messaging, and document collaboration. It has two parts: a client-side library that runs in the browser, and a server-side library for node.js. Socket.IO is event-driven and primarily uses the WebSocket protocol that allows us to emit data bi-directionally from the server and the client. Socket.IO This book is a complete resource, covering topics from WebSocket security to scaling the server-side of a Socket.IO application and everything in between. This book will provide real-world examples of how secure bi-directional, full-duplex connections that can be created using Socket.IO for different environments. It will also explain how the connection vulnerabilities can be resolved for large numbers of users and huge amounts of data/messages. By the end of the book, you will be a competent Socket.IO developer. With the help of the examples and real-world solutions, you will learn to create fast, scalable, and dynamic real-time apps by creating efficient messaging systems between the server side and the client side using Socket.IO. Style and approach This book is written in a cookbook-style format and provides practical, immediately usable task-based recipes that show you how to create the elements of a Socket.IO application.

Node.js in Action Apress

A straightforward, practical guide containing step-by-step tutorials that will push your Node.js programming skills to the next level. If you are a web developer with experience in writing client-side JavaScript and want to discover the fascinating world of Node.js to develop fast and efficient web and desktop applications, then this book is for you.

Pro Node.js for Developers Simon and Schuster

Node.js Recipes is your one-stop reference for solving Node.js problems. Filled with useful recipes that follow a problem/solution format, you can look up recipes for many situations that you may come across in your day-to-day server-side development. Node.js is accessible to those who not only relish in server-side programming but also web developers who understand the ubiquitous language of the web. Node.js Recipes covers all the essential ingredients required to become a seasoned Node.js developer in no time - make it your indispensable reference today.

Professional Node.js Manning Publications

Provides information on using Node.js to build scalable Web applications, covering such topics as asynchronous programming, data storage, and output templating.

Eloquent JavaScript Simon and Schuster

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Socket.IO Cookbook "O'Reilly Media, Inc."

Create real-time server-side applications with this practical, step-by-step guide About This Book Learn about server-side JavaScript with Node.js and Node modules through the most up-to-date book on Node.js web development Understand website development both with and without the Connect/Express web application framework Develop both HTTP server and client applications Who This Book Is For This book is for anybody looking for an alternative to the "P" languages (Perl, PHP, and Python), or anyone looking for a new paradigm of server-side application development. You should have at least a rudimentary understanding of JavaScript and web application development. What You Will Learn Install and use Node.js for both development and deployment Use the Express application framework Configure Bootstrap for mobile-first theming Use data storage engines such as MySQL, SQLite3, and MongoDB Understand user authentication methods, including OAuth, with third-party services Deploy Node.js to live servers, including microservice development with Docker Perform unit testing with Mocha Perform functional testing of the web application with CasperJS In Detail Node.js is a server-side JavaScript platform using an event driven, non-blocking I/O model allowing users to build fast and scalable data-intensive applications running in real time. Node.js Web Development shows JavaScript is not just for browser-side applications. It can be used for server-side web application development, real-time applications, microservices, and much more. This book gives you an excellent starting point, bringing you straight to the heart of developing web applications with Node.js. You will progress from a rudimentary knowledge of JavaScript and server-side development to being able to create and maintain your own Node.js application. With this book you'll learn how to use the HTTP Server and Client objects, data storage with both SQL and MongoDB databases, real-time applications with Socket.IO, mobile-first theming with Bootstrap, microservice deployment with Docker, authenticating against third-party services using OAuth, and much more. Style and Approach This book is a practical guide for anyone looking to develop striking and robust web applications using Node.js.

Bootstrap, Expressjs, Angularjs, Nodejs, Socket.IO-How to Write Real-Time Features in JavaScript Simon and Schuster

Until recently, creating desktop-like applications in the browser meant using inefficient Ajax or Comet technologies to communicate with the server. With this practical guide, you'll learn how to use WebSocket, a protocol that enables the client and server to communicate with each other on a single connection simultaneously. No more asynchronous communication or long polling! For developers with a good grasp of JavaScript (and perhaps Node.js), author Andrew Lombardi provides useful hands-on examples throughout the book to help you get up to speed with the WebSocket API. You'll also learn how to use WebSocket with Transport Layer Security (TLS). Learn how to use WebSocket API events, messages, attributes, and methods within your client application Build bi-directional chat applications on the client and server with WebSocket as the communication layer Create a subprotocol over WebSocket for STOMP 1.0, the Simple Text Oriented Messaging Protocol Use options for older browsers that don't natively support WebSocket Protect your WebSocket application against various attack vectors with TLS and other tools Debug applications by learning aspects of the WebSocket lifecycle

Understand and Build Decoupled Django Architectures for JavaScript Front-ends Sams Publishing

Provides information on writing scalable network applications using the JavaScript-based platform.

Node.js: Real-Time Web with Socket.IO. Packt Publishing Ltd

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

MERN Quick Start Guide "O'Reilly Media, Inc."

Since its creation in 2009, Node.js has grown into a powerful and increasingly popular asynchronous-development framework for creating highly-scalable network applications using JavaScript. Respected companies such as Dow Jones and LinkedIn are among the many organizations to have seen Node's potential and adopted it into their businesses. *Pro Node.js for Developers* provides a comprehensive guide to this exciting new technology. We introduce you to Node - what it is, why it matters and how to set it up - before diving deeply into the key concepts and APIs that underpin its operation. Building upon your existing JavaScript skills you'll be shown how to use Node.js to build both Web- and Network-based applications, to deal with data sources, capture events and deal with child processes to create robust applications that will work well in a wide range of circumstances. Once you've mastered these skills we'll go further, teaching you more advanced software engineering skills that will give your code

a professional edge. You'll learn how to create easily reusable modules that will save you time through code reuse, to log and debug your applications quickly and effectively and to write code that will scale easily and reliably as the demand for your application grows.

Writing Server-Side JavaScript Applications "O'Reilly Media, Inc."

Overview How to write real-time features in JavaScript. Create your own Chat Messenger the easy way using NodeJS. Node.js is a powerful and popular new framework for writing scalable network programs using JavaScript. Who this book is written for This book is intended for beginner to intermediate JavaScript developer who are curious about the power of NodeJS and AngularJS for designing and building real-time features in JavaScript.

Express in Action Packt Publishing Ltd

Node.js is changing the way web apps are built. As Node.js apps are written in JavaScript, you can quickly and simply use your front-end skills to develop staggeringly fast, scalable real-time web applications. Read this book and, in a weekend, you'll learn how to: Develop a complete working Node.js application - from start-to-finish Deploy your new application to a production server Scale your projects quickly and cheaply PLUS discover how to use Twitter Bootstrap, MongoDB and Backbone.js to create fancy web apps, extend their storage, and dynamically update them.