Beginning

Object-Oriented JavaScript

For years, JavaScript has been a handy hacker's tool for adding interactive elements to web pages. Now we have complex AJAX, rich internet applications, desktop widgets, and more.

This book treats JavaScript as a serious object oriented language, showing how to build robust, maintainable, and powerful JavaScript libraries, applications, and classes. Along the way we cover many of the recent JavaScript innovations such as AJAX, JSON, and interesting design and coding patterns.

We will take a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help review what you have learned.

Who this book is written for

This book is for the beginning to intermediate web developer who wants to prepare themselves to solve web development problems with smart JavaScript. It does not assume any prior knowledge of JavaScript programming but even if you already know some JavaScript, there will be plenty for you to learn here.



"Community Experience Distilled"



- Learn to think in JavaScript, the language of the web browser
- Set up and use your training environment (Firebug)
- Master data types, operators, flow control statements, functions, and objects
- Understand and use prototypes and closures
- Apply design patterns to solve JavaScript coding problems
- Work with coding patterns that unleash the unique power of the language
- Make your programs cleaner, faster, and compatible with other programs and libraries
- Improve script performance using object-oriented JavaScript
- Achieve missing object-oriented features in JavaScript
- Do it yourself: experiment with examples that can be used in your own scripts

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Object-Oriented JavaScript

Create scalable, reusable high-quality JavaScript applications and libraries

Stoyan Stefanov





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