Programming The World Wide Web By Robert W Sebesta

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Studyguide for Programming the World Wide Web by Sebesta, Robert W., ISBN 9780321489692 - Cram101 Textbook Reviews 2011-05-01
Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780321489692 .
Learning Web Design - Jennifer Robbins 2018-05-11
Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics
Programming the World Wide Web - Robert W. Sebesta 2014
This text provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology. Essential programming exercises are presented using a manageable progression: students begin with a foundational Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming. All of the markup documents in the book are validated using the W3C validation program.
Go Web Programming - Sau Sheong Chang 2016-07-05
Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

Studyguide for Programming the World Wide Web by Robert W Sebesta, Isbn 9780136076636 - Cram101 Textbook Reviews 2012-01

Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780136076636 .

Web Theory - Robert Burnett 2004-02-24

Web Theory is a comprehensive and critical introduction to the theories of the internet and the world wide web. Robert Burnett and P. David Marshall examine the key debates which surround internet culture, from issues of globalisation, political economy and regulation, to ideas about communication, identity and aesthetics. Web Theory explore the shifts in society, culture and the media which have been brought about by the growth of the world wide web. It identifies significant readings, web sites and hypertext archive sources which illustrate the critical discussion about the internet and it mediates these discussions, indicating key positions within each debate and pointing the reader to key texts. Web Theory includes: *Chapters showing how specific media have been affected by the internet *Boxed case studies and examples *References, an extensive bibliography and a list of web sites *A glossary of key terms with important words highlighted in the text *A Web Theory timeline which details important events *A comprehensive and regularly updated website at www.webtheory.nu with inks and support material

Systems Analysis and Design in a Changing World - John W. Satzinger 2015-02-01

Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the

product description or the product text may not be available in the ebook version.

Robert Penner's Programming Macromedia Flash MX - Robert Penner 2002

An authority on Macromedia Flash describes the concepts, processes, and approaches with high-level ActionScript design in Flash MX, showcasing landmark sample designs and programming innovations and covering such topics as movieclip architecture, mathematical foundations, modular ActionScript, motion design, and more. Original. (Advanced)

VAX - Robert W. Sebesta 1991

Structured VAX Assembly Language Programming, Second Edition, provides a complete, up-to-date introduction to VAX programming and the fundamentals of VAX architecture. The book emphasizes sound, structured programming techniques that are modelled in a number of new program examples. The text also features complete chapters on RMS, and the VAX VMS-debugger, including a new discussion of using the debugger in the screen mode. This is a comprehensive, well-organized text and reference for both students and professional programmers.Features * A complete chapter on RMS including the VMS sub-system used in high-level VAX languages for input and output. * Expanded chapter on the VAX-VMS debugger that shows how to use commands efficiently to moniter program execution, and how to use the debugger in screen mode. * Expanded coverage of VAX architecture fundamentals. * A structured approach to assembly language programming that reinforces structured programming concepts. * Many new program examples. This site also contains the two macro files formerly available at ftp: //happy.uccs.colorado.edu/macro. That site no longer exists, so the macros have been moved here: iomac.mar iosub.mar 0805371222B04062

Architects of the Web - Robert H. Reid 1999-02-22

"A terrific book that captures the explosion of creativity and business evolution at the center of the Internet phenomenon. A tantalizing mix of diverse players with utopian visions, animated by equal parts aggression and delight. A true saga of our time."-James F. Moore author, The Death of Competition; Chairman, Geo Partners Research Inc. Architects of the Web presents the dynamic history of the Web's creation and evolution-as well as its emergence as a dynamic business tool-through revealing profiles of its architects, the brilliant minds who have helped thrust the Web onto desktops and corporate agendas around the world. A diverse, ambitious group, the architects of the Web are: * Marc Andreessen, Netscape * Ariel Poler, I/PRO * Rob Glaser, Progressive Networks Andrew Anker, HotWired * Kim Polese, Marimba * Halsey Minor, C/NET * Mark Pesce, VRML * Jerry Yang, Yahoo!

Concepts Of Programming Languages - Sebesta 2016

Introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Programming Languages teaches students the essential differences between computing with specific languages. Robert W. Sebesta is Associate Professor Emeritus, Computer Science Office, UCCS, University of Colorado at Colorado Springs. -- Publisher's note.

Studyguide for Programming the World Wide Web by Sebesta, Robert W. - Cram101 Textbook Reviews 2013-05

Never HIGHLIGHT a Book Again Virtually all testable terms, concepts, persons, places, and events are included. Cram101 Textbook Outlines gives all of the outlines, highlights, notes for your textbook with optional online practice tests. Only Cram101 Outlines are Textbook Specific. Cram101 is NOT the Textbook. Accompanys: 9780521673761

Security Technologies for the World Wide Web - Rolf Oppliger 2003

This newly revised edition brings professionals the most up-to-date,

comprehensive analysis of the current trends in Web security available, with new chapters on authentication and authorization infrastructures, server-side security, and risk management.

Web Application Design and Implementation - Steven A. Gabbaro 2007-03-07

Helps learn how to combine different technologies to create sophisticated, database-driven Web sites. This book allows readers to gain the programming knowledge needed to build a database-driven Web site using a step-by-step approach. It explains each stage of Web site development - from installation to production of the site.

Web Programming with HTML5, CSS, and JavaScript - John Dean 2018-01-09

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

Programming the World Wide Web: For VTU, 4/e -

Programming the World Wide Web - Robert W. Sebesta 2013-08-29

For undergraduate students who have completed a course in object-oriented programming Programming the World Wide Web provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology. Essential programming exercises are presented using a manageable progression: students begin with a foundational XHTML Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming.

Weaving the Web - Tim Berners-Lee 2008-06-26

Discusses the origins and evolution of the Web, offers insights into the current state of the Web, and shares a blueprint for the future

Programming the World Wide Web - Robert W. Sebesta 2010

KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.

The Art of Failure - Jesper Juul 2013-02-22

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone

interested in video games, whether as entertainment, art, or education.
Information Architecture for the World Wide Web - Louis Rosenfeld 2002
Discusses Web site hierarchy, usability, navigation systems, content labeling, configuring search systems, and managing the information architecture development process.
Funding a Revolution - National Research Council 1999-02-11
The past 50 years have witnessed a revolution in computing and related communications technologies. The contributions of industry and university researchers to this revolution are manifest; less widely recognized is the major role the federal government played in launching the computing revolution and sustaining its momentum. Funding a Revolution examines the history of computing since World War II to elucidate the federal government's role in funding computing research, supporting the education of computer scientists and engineers, and equipping university research labs. It reviews the economic rationale for government support of research, characterizes federal support for computing research, and summarizes key historical advances in which government-sponsored research played an important role. Funding a Revolution contains a series of case studies in relational databases, the Internet, theoretical computer science, artificial intelligence, and virtual reality that demonstrate the complex interactions among government, universities, and industry that have driven the field. It offers a series of lessons that identify factors contributing to the success of the nation's computing enterprise and the government's role within it.
Concepts of Programming Languages - Robert W. Sebesta 2010
KEY BENEFIT : A thorough introduction to the main constructs of contemporary programming languages and the tools needed to critically evaluate existing and future programming languages. KEY TOPICS : Evolution of the Major Programming Languages; Describing Syntax and Semantics; Lexical and Syntax Analysis; Names, Bindings, Type Checking, and Scopes; Data Types; Expressions and Assignment Statements; Statement-Level Control Structures; Subprograms; Implementing Subprograms; Abstract Data Types and Encapsulation Constructs; Support for Object-Oriented Programming; Concurrency; Exception Handling and Event Handling; Functional Programming Languages; Logic Programming Languages MARKET : An ideal reference encapsulating the history and future of programming languages.
Weaving the Dark Web - Robert W. Gehl 2018-08-14
An exploration of the Dark Web—websites accessible only with special routing software—that examines the history of three anonymizing networks, Freenet, Tor, and I2P. The term “Dark Web” conjures up drug markets, unregulated gun sales, stolen credit cards. But, as Robert Gehl points out in Weaving the Dark Web, for each of these illegitimate uses, there are other, legitimate ones: the New York Times's anonymous whistleblowing system, for example, and the use of encryption by political dissidents. Defining the Dark Web straightforwardly as websites that can be accessed only with special routing software, and noting the frequent use of “legitimate” and its variations by users, journalists, and law enforcement to describe Dark Web practices (judging them “legit” or “sh!t”), Gehl uses the concept of legitimacy as a window into the Dark Web. He does so by examining the history of three Dark Web systems: Freenet, Tor, and I2P. Gehl presents three distinct meanings of legitimate: legitimate force, or the state's claim to a monopoly on violence; organizational propriety; and authenticity. He explores how Freenet, Tor, and I2P grappled with these different meanings, and then discusses each form of legitimacy in detail by examining Dark Web markets, search engines, and social networking sites. Finally, taking a broader view of the Dark Web, Gehl argues for the value of anonymous political speech in a time of ubiquitous surveillance. If we shut down the Dark Web, he argues, we lose a valuable channel for dissent.
Web Development with SAS by Example - Frederick E. Pratter 2011
Updated and expanded for SAS 9.2 and SAS Enterprise BI Server 4.3, this book introduces users to Web programming using real-world examples and SAS Web programming tools. Using the easy-to-follow, example-driven framework provided, readers will be able to leverage the full power of SAS to make difficult data analysis and presentation tasks simple and straightforward.
Blockchain and Web 3.0 - Massimo Ragnedda 2019-07-17

Blockchain is no longer just about bitcoin or cryptocurrencies in general. Instead, it can be seen as a disruptive, revolutionary technology which will have major impacts on multiple aspects of our lives. The revolutionary power of such technology compares with the revolution sparked by the World Wide Web and the Internet in general. Just as the Internet is a means of sharing information, so blockchain technologies can be seen as a way to introduce the next level: sharing value. Blockchain and Web 3.0 fills the gap in our understanding of blockchain technologies by hosting a discussion of the new technologies in a variety of disciplinary settings. Indeed, this volume explains how such technologies are disruptive and comparatively examines the social, economic, technological and legal consequences of these disruptions. Such a comparative perspective has previously been underemphasized in the debate about blockchain, which has subsequently led to weaknesses in our understanding of decentralized technologies. Underlining the risks and opportunities offered by the advent of blockchain technologies and the rise of Web 3.0, Blockchain and Web 3.0 will appeal to researchers and academics interested in fields such as sociology and social policy, cyberculture, new media and privacy and data protection.

Art and Science of Java - Eric Roberts 2013-07-17

In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Mastering Modern Linux - Paul S. Wang 2018-06-14

Praise for the First Edition: "This outstanding book ... gives the reader robust concepts and implementable knowledge of this environment. Graphical user interface (GUI)-based users and developers do not get short shrift, despite the command-line interface's (CLI) full-power treatment. ... Every programmer should read the introduction's Unix/Linux philosophy section. ... This authoritative and exceptionally well-constructed book has my highest recommendation. It will repay careful and recursive study." --Computing Reviews, August 2011 Mastering Modern Linux, Second Edition retains much of the good material from the previous edition, with extensive updates and new topics added. The book provides a comprehensive and up-to-date guide to Linux concepts, usage, and programming. The text helps the reader master Linux with a well-selected set of topics, and encourages hands-on practice. The first part of the textbook covers interactive use of Linux via the Graphical User Interface (GUI) and the Command-Line Interface (CLI), including comprehensive treatment of the Gnome desktop and the Bash Shell. Using different apps, commands and filters, building pipelines, and matching patterns with regular expressions are major focuses. Next comes Bash scripting, file system structure, organization, and usage. The following chapters present networking, the Internet and the Web, data encryption, basic system admin, as well as Web hosting. The Linux Apache MySQL/MariaDB PHP (LAMP) Web hosting combination is also presented in depth. In the last part of the book, attention is turned to C-level programming. Topics covered include the C compiler, preprocessor, debugger, I/O, file manipulation, process control, inter-process communication, and networking. The book includes many examples and complete programs ready to download and run. A summary and exercises of varying degrees of difficulty can be found at the end of each chapter. A companion website (http://mml.sofpower.com) provides appendices, information updates, an example code package, and other resources for instructors, as well as students.

CGI Programming on the World Wide Web - Shishir Gundavaram 1996

This text provides an explanation of CGI and related techniques for people who want to provide their own information servers on the Web. It

explains the value of CGI and how it works, and looks at the subtle details of programming. The accompanying CD-ROM

Programming the World Wide Web - Robert W. Sebesta 2013

'Programming The World Wide Web', written by bestselling author Robert Sebesta, provides a comprehensive introduction to the programming tools and skills required for building and maintaining server sites on the Web.

The Go Programming Language - Alan A. A. Donovan 2015-11-16

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

How to Design Programs, second edition - Matthias Felleisen 2018-05-04

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed

programming.

The C Programming Language - Brian W. Kernighan 1988

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

The World Book Encyclopedia - 2002

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

The Terminal Experiment - Robert J. Sawyer 2011-08-30

Dr. Peter Hobson has created three electronic simulations of his own personality. But they all have escaped from Hobson's computer into the web-and one of them is a killer.

Intermediate C Programming - Yung-Hsiang Lu 2015-06-17

Teach Your Students How to Program Well Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, share code with others, and use standard Linux-based tools, such as ddd and valgrind. The text covers numerous concepts and tools that will help your students write better programs. It enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics.

Professional Oracle Programming - Rick Greenwald 2005-06-08

One of the only Oracle books to focus exclusively on database programming rather than administration Oracle owns sixty percent of the commercial database market Provides full coverage of the latest Oracle version, 10g-including new features such as regular expressions and the MODEL SQL clause-as well as versions 8, 8i, and 9i The authors are well-known as Oracle gurus-Greenwald is the author of Oracle in a Nutshell and the coauthor, with Stackowiak, of Oracle 9 Essentials Shows how to use Oracle data and data structures to build robust, scalable database applications using Java, SQL, and PL/SQL

Internet & World Wide Web - Harvey M. Deitel 2002

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

Clean Code - Robert C. Martin 2009

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

How the Web was Born - James M. Gillies 2000

Two Web insiders who were employees of CERN in Geneva, where the Web was developed, tell how the idea for the World Wide Web came about, how it was developed, and how it was eventually handed over at no charge for the rest of the world to use. 20 illustrations.