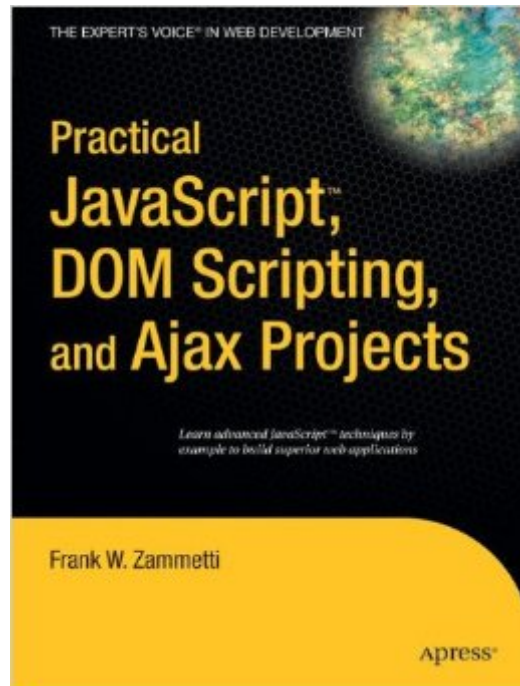


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# Practical JavaScript, DOM Scripting And Ajax Projects



## Synopsis

This "learn by example" book offers 10 complete JavaScript projects that will save web developers countless hours of development time. These projects can serve as samples to learn from and/or be adapted for use in other projects. The 10 projects all address common needs in modern web applications, including a utility library, a validation framework, a GUI widget framework, a dynamic event calendar application, a drag and drop shopping cart, and more! Coverage details JavaScript best practices, Ajax techniques, and some of the most popular JavaScript libraries, such as Prototype, Script.aculo.us, and the Yahoo YUI library.

## Book Information

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## Customer Reviews

I've been a fan of Frank Zammetti's writing since the first book I read of his. I was browsing through a local bookstore one day, taking a look at the Javascript and AJAX-related books available, and ran into another book by Frank Zammetti on a similar topic. One of the things I like to do when looking over technical books is read the dedication... authors tend to express themselves more openly in the dedication. In that book's dedication, I saw a Babylon 5 reference. That really caught my attention, and I pulled the book out to read more. It really paid off. The ProsZammetti has a very "friendly" style of writing. His writing seems like he was actually speaking to the reader, and it's like he's talking to a friend. He intersperses humor into his writing rather regularly, in such a way that reading never becomes boring. His writing style makes the book very accessible, regardless of programming experience. Mr. Zammetti is a proponent of the "hands-on" approach. This book is all

practical projects, all with full source code. (The source code is available from the publisher's web site.) Each chapter essentially breaks down a project, explaining why each section was written the way it was, and how to apply the theory behind it. This means a programmer can get a project working using the included source code, and then go through Zammetti's text to learn how it works. Working with this book feels like a hands-on project with a teacher available, as opposed to some other technical books which feel like a lecture.

The goal of the book "Practical JavaScript, DOM Scripting, and AJAX projects" illustrates what it takes to create an application solely in JavaScript. This book discusses projects in different genres: using mashups to pull external data, creating a calculator, creating and playing a game, creating widgets, setting up a custom validation scheme, setting up a drag and drop shopping cart, and more. Each chapter sets up the application from scratch, so each chapter isn't building upon itself to create one large application. For each project, the author provides the CSS details, the JavaScript architecture and HTML markup, and the third-party JavaScript library information. Every project has a new library, such as the following: Dojo, Rico, Prototype, YUI, MooTools, script.aculo.us and a few others. When discussing these libraries, the author gives a brief overview, something I found beneficial, but an understanding of these libraries is where I wanted more. Of course, a book can only cover so many topics, and thus I found myself exploring these libraries on my own. Most chapters in the book setup each project in a common fashion: explanation of the project, overview of the script library that will be used for the chapter, listing of the CSS styles used, followed by walking through the HTML markup and JavaScript code associated with the project. Overall, the author conveyed the details of the project well, though not always covering contents in the order a reader may expect. The author had a unique style to his writing, and each chapter in the book was easy to read. The author is into pop culture and included statements and taglines from various pop culture sources, including reference markers explaining where the pop culture reference came from.

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