

<<深入浅出JavaScript>>

图书基本信息

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前言

We think of a “ Head First ” reader as a learner. So what does it take to learn something? First, you have to get it, then make sure you don ’ t forget it. It ’ s not about pushing facts into your head. Based on the latest research in cognitive science, neurobiology, and educational psychology, learning takes a lot more than text on a page. We know what turns your brain on. Some of the Head First learning principles: Make it visual. Images are far more memorable than words alone, and make learning much more effective (up to 89% improvement in recall and transfer studies). It also makes things more understandable. Put the words within or near the graphics they relate to, rather than on the bottom or on another page, and learners will be up to twice as likely to solve problems related to the content. Use a conversational and personalized style. In recent studies, students performed up to 40% better on post-learning tests if the content spoke directly to the reader, using a first-person, conversational style rather than taking a formal tone. Tell stories instead of lecturing. Use casual language. Don ’ t take yourself too seriously. Which would you pay more attention to: a stimulating dinner party companion, or a lecture? .. Get the learner to think more deeply. In other words, unless you actively flex your neurons, nothing much happens in your head. A reader has to be motivated, engaged, curious, and inspired to solve problems, draw conclusions, and generate new knowledge. And for that, you need challenges, exercises, and thought-provoking questions, and activities that involve both sides of the brain and multiple senses. Get—and keep—the reader ’ s attention. We ’ ve all had the “ I really want to learn this but I can ’ t stay awake past page one ” experience. Your brain pays attention to things that are out of the ordinary, interesting, strange, eye-catching, unexpected. Learning a new, tough, technical topic doesn ’ t have to be boring. Your brain will learn much more quickly if it ’ s not. Touch their emotions. We now know that your ability to remember something is largely dependent on its emotional content. You remember what you care about. You remember when you feel something. No, we ’ re not talking heart-wrenching stories about a boy and his dog. We ’ re talking emotions like surprise, curiosity, fun, “ what the...? ” , and the feeling of “ I Rule! ” that comes when you solve a puzzle, learn something everybody else thinks is hard, or realize you know something that “ I ’ m more technical than thou ” Bob from engineering doesn ’ t.

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内容概要

你将从本书学到什么？

这么说你准备从写HTML和CSS的静态网页跃进到编写动态网络应用程序脚本了？
这里就是起点。

《深入浅出JavaScript》带你游历令人兴奋的交互式网页创建过程。

为了启发你的思考，本书覆盖了所有的JavaScript基本知识，从基本网络编程技巧，如变量、函数和循环语句，到高级一些的专题，如表单验证、DOM操作、客户端对象、脚本程序调试——甚至Ajax！
赶快做好准备，快速响应的网站离你只有几页书那么远。

使用JavaScript帮助人们与iRock交互 理解如何用模式匹配来验证表单数据 使用为你定制的调试终端来调试代码 解决需要兼顾面向对象和数据驱动的博客网站困境 使用DOM操作你的网页 并在一次网上历险中追踪你所作决策的历史 为什么这本书看起来如此不同？

我们认为你的时间如此宝贵以至于不应该花费在为新概念伤脑筋上面。

《深入浅出JavaScript》用最新的认知科学和学习理论打造多感官的学习体验，它运用丰富的视觉样式激发你的大脑工作，而不是密密麻麻的文字让你看了昏昏欲睡。

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作者简介

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书籍目录

Intro Who is this book for? We know what you're thinking Metacognition Bend your brain into submission
 Read me The technical review team Acknowledgments1 the interactive web: Reacting to the Virtual World
 (Online) people have needs Like talking to a brick wall...nothing happens ButJavaScript talks back Lights,
 camera, interaction! Use the `tag` to tell the browser you're writingJavaScript Your web browser can handle
 HTML, CSS, AND JavaScript Man's virtual best Friend... needs YOUR help Making iRock interactive
 Create the iRock web page Test drive JavaScript events: giving the iRock a voice Alerting the user with a
 function Add the iRock greeting Now let's make the iRock really interactive Interaction is TWO-way
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 1.02 storing data: Everything Has Its Place Your scripts can store data Scripts think in data types Constants
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`parseFloat0` convert text to a number Why are extra donuts being ordered? Duncan discovers donut espionage
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 An if statement evaluates a condition...and then takes action Use if to choose between two things You can
 make multiple decisions with if Adding an else to your if statement Variables drive the story But part of the
 story is missing Compounding yourJavaScript efforts Tiered decision making with if/else An if can go inside
 another if Your functions control your pages Pseudocode lets you map out your adventure Stick figure
 inequality != Psst, I've got nothing to tell you... Crafting decisions with comparison operators Comments,
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 Check your adventure variable score Where does my data live? Choice of five Nesting it/else can get
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 adventure: test drive 4 decision making: If There ' s a Fork in the Road, Take It X marks the spot Deja vu all
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 finder First check seat availability Looping, HTML, and seat availability Movie seats as variables Arrays
 collect multiple pieces of data Array values are stored with keys FromJavaScript to HTML Visualizing
 Mandango seats Test drive: the solo seat finder Too much of a good thing: endless loops Loops always need
 an exit condition (or two!) A "break" in the action Boolean operator logic uncovered Looping for,just a
 "while"... until a condition is met Breaking down the while loop Use the right loop for the job Movie seat data
 modeling An array of an array: two-dimensional arrays Two keys to access 2-D array data Mandango in 2-D
 An entire theater of manly seats5 looping: At the Risk of Repeating Myself The mother of all problems
 Functions as problem solvers The nuts and bolts of a function A function you've already met Building a
 better thermostat Passing information to fhntions Function arguments as data Functions eliminate duplicate
 code Creating a seat setter function The `setSeat0` thnction The significance of feedback Returning data
 from functions Many happy return values Getting the status of a seat Showing the seat status You can link
 the thnction to an image Repetitive code is never a good thing Separating functionality from content
 Functions are just data Calling or referencing your functions Events, callbacks, and HTML attributes
 Wiring events using function references Function literals to the rescue Where's the wiring? A shell of an
 HTML page6 functions: Reduce, Reuse, Recycle The Bannerocity HTML form When HTML is not enough
 Accessing form data Form fields follow a chain of events Losing focus with onblur Alert box validation
 Validate fields to make sure you have "not nothing" Validation without aggravating alert boxes A more
 subtle non-empty validator Size matters... Validating the length of data Validating a ZIP code Validating a
 date Regular expressions aren't "regular" Regular expressions define patterns to match Metacharacters

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represent more than one literal character Drilling into regular expressions: quantifiers Validating data with regular expressions Matching mins and maxes Eliminating three-digit years with this...or that Leave nothing to chance Can you hear me now? Phone number validation You've got mail: validating email The exception is the rule Matching optional characters fi'om a set Constructing an email validator7 forms and validation: Getting the User to Tell All 8 wrangling the page: Slicing and Dicing HTML with the DOM 9 bringing data to life: Objects as Frankendata 10 creating custom objects: Having It Your Way with Custom Objects 11 kill bugs dead: Good Scripts Gone Wrong 485 12 dynamic data: Touchy-Feely Web Applications

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章节摘录

插图：

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媒体关注与评论

“ 非常实际而且有用，同时也解释得非常清楚。

本书在向一个完全新手介绍JavaScript时做得非常出色，并且本书是Head First（深入浅出）系列教学风格的又一见证。

与其他关于JavaScript的书相比，用《深入浅出JavaScript》来学习是很棒的，想想其他的参考书都有电话簿那么厚。

”——Alex Lee, 学生，休斯敦大学（University of Houston）“ 一个初级JavaScript开发人员的完美选择。

”——Fletcher Moore, 网络开发人员和设计者，乔治亚理工学院(Georgia Institute of Technology) “ 经典‘深入浅出’系列里又一本伟大的书。

”——TW Scannell

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