



Quick answers to common problems

Google Maps JavaScript API Cookbook

Over 50 recipes to help you create web maps and GIS web applications using the Google Maps JavaScript API

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Google Maps Javascript Api Cookbook

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ArcGIS for Desktop Cookbook Daniela Cristiana Docan,2015-01-22 This book is a good companion to get you quickly acquainted with everything you need to increase your productivity with the ArcGIS Desktop It would be helpful to have a bit of familiarity with basic GIS concepts If you have no previous experience with ArcGIS this book will still be helpful for you because it will help you catch up to the acquainted users from a practical point of view

JavaScript Cookbook Shelley Powers,2015-01-26 Problem solving with JavaScript is a lot trickier now that its use has expanded considerably in size scope and complexity This cookbook has your back with recipes for common tasks across the JavaScript world whether you re working in the browser the server or a mobile environment Each recipe includes reusable code and practical advice for tackling JavaScript objects Node Ajax JSON data persistence graphical and media applications complex frameworks modular JavaScript APIs and many related technologies Aimed at people who have some experience with JavaScript the first part covers traditional uses of JavaScript along with new ideas and improved functionality The second part dives into the server mobile development and a plethora of leading edge tools You ll save time and learn more about JavaScript in the process Topics include Classic JavaScript Arrays functions and the JavaScript Object Accessing the user interface Testing and accessibility Creating and using JavaScript libraries Client server communication with Ajax Rich interactive web effects JavaScript All Blown Up New ECMAScript standard objects Using Node on the server Modularizing and managing JavaScript Complex JavaScript frameworks Advanced client server communications Visualizations and client server graphics Mobile application development

Learning Android Google Maps Raj Amal W.,2015-09-30 Integrate Google Maps with your Android application to offer feature rich and interactive maps About This Book Set up the development environment and obtain the Google API key to create your first map application Create a cutting edge Google maps application by

implementing all the concepts learned A step by step tutorial guide that is full of pragmatic examples Who This Book Is For If you are an Android developer and want to integrate maps into your application then this book is definitely for you This book is intended for novice Android application developers who would like to get up and running with map rich applications using Google Maps Some basic development experience would be helpful but it s not a mandate What You Will Learn Get to know about the basic development environment setup needed to create a successful map application Generate an SHA1 fingerprint obtain an API key and create a basic map application Detect different types of maps and implement them in your application Add information to your map such as markers overlays information windows and shapes Explore the interaction with maps and work with gestures Change the different camera views in your map application Work with real time GPS location data and implementing it in your application Apply Street View and integrate the StreetViewPanorama fragment to your application Employ the native Google maps application to solve some of the tasks using intents Create a cutting edge Google maps application by implementing all the concepts learned In Detail This book helps you to overcome the most common problems faced by users and helps you create a successful map application without any hassle The book starts with a brief description of how to set up an environment and obtain an API key to create your map application This book will teach you about adding markers overlays and information windows to the map in detail You will then dive deep into customizing various types of maps and working with location data and Google Street view By the end of this book you will be able to create succinct map applications in Android using Google maps efficiently Style and approach The book is tailored for the reader with a fundamental approach to Android Google Maps providing a step by step introduction to Android Google Maps It focuses on simple easy to understand examples that are pragmatic and serve as useful basis for real world applications Different topics are approached in a bottom up fashion gradually going from the simplest foundations to the most advanced features

Web API Cookbook Joe Attardi,2024-03-21 JavaScript gives web developers great power to create rich interactive browser experiences and much of that power is provided by the browser itself Modern web APIs enable web based applications to come to life like never before supporting actions that once required browser plug ins Some are still in an experimental stage but many are ready for use today With this hands on cookbook author Joe Attardi helps you explore the powerful APIs available in modern browsers and guides you through the specific tasks that they unlock Because these features are web standards there is comprehensive documentation available from trusted resources such as MDN Web Docs The knowledge you ll gain is transferable across different companies and projects Learn the breadth of functionality available in modern browser APIs Explore future APIs that are still in an experimental stage Discover newer elements such as dialog that replaces the need for a third party library Build more powerful and interactive web applications using native APIs Understand the permissions model used by the browser to unlock functionality such as geolocation and push notifications

Mapbox Cookbook Bill Kastanakis,2016-03-22 Over 35 recipes to design and implement uniquely styled maps using the

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Raspberry Pi Zero Cookbook Edward Snajder, 2017-03-24 Over 80 practical and interesting recipes that explore the plethora of functionalities and opportunities available with Raspberry Pi Zero Key Features Deep dive into the components of the small yet powerful Raspberry Pi Zero Get into grips with integrating various hardware programming and networking concepts with the so called cheapest computer Explore the functionalities of this 5 chip

through practical recipes

Book Description

The Raspberry Pi Zero one of the most inexpensive fully functional computers available is a powerful and revolutionary product developed by the Raspberry Pi Foundation The Raspberry Pi Zero opens up a new world for the makers out there This book will give you expertise with the Raspberry Pi Zero providing all the necessary recipes that will get you up and running In this book you will learn how to prepare your own circuits rather than buying the expensive add ons available in the market We start by showing you how to set up and manage the Pi Zero and then move on to configuring the hardware running it with Linux and programming it with Python scripts Later we integrate the Raspberry Pi Zero with sensors motors and other hardware You will also get hands on with interesting projects in media centers IoT and more What you will learn

Get a hands on introduction to Linux Python and shell scripts with the Raspberry Pi Zero Become a master at driving GPIOs and controlling relays motors transistors buzzers audio read switches and interrupts with the Raspberry Pi Zero Control GPIOs using the web interface and Node js Connect displays LED matrixes analog sensors and digital sensors Hack the Ethernet on the Raspberry Pi Zero Make your Raspberry Pi Zero an IoT based sensor node and remotely monitor your data Who this book is for This book is for programmers and hobbyists who are eager to dive deep into the Raspberry Pi Zero If you have basic or zero knowledge of the Raspberry Pi Zero or if you looking for examples of ways to utilize the Raspberry Pi s GPIO interface then this book is ideal for you Basic knowledge of Python will be beneficial and experience with circuitry and electronics will be needed for the later chapters in the book

PHP Ajax Cookbook Milan Sedliak,R. Rajesh Jeba Anbiah,2011-12-08

Annotation Ajax is the necessary paradigm in Web 2 0 sites Most of the Web 2 0 sites are built with PHP and Ajax Extending AJAX is about delivering front end service for accessing back end services in PHP in a quick and easy manner With this book in hand you will learn how to use the necessary tools for Ajaxification of websites and iPhones PHP AJAX cookbook will teach you how to use the combination of PHP AJAX as a powerful platform for websites or web applications Using AJAX for Communication with Server leads to faster response with PHP at the back end services The combination of AJAX PHP has many features such as speeding up the user experience giving your web client much quicker response time and letting the client browser retrieve data from the server without having to refresh the whole page You will learn the nuances of optimization and debugging Ajax applications Further you will learn how to program Ajax on iPhone devices This book will teach you popular selector based JavaScript followed by important concepts on debugging optimization and best practices There is a collection of recipes focused on creating basic utilities such as validating form using Ajax and creating a five star rating system As jQuery is quite popular useful tools and jQuery plugins like Ajax tooltips tab navigation autocomplete shopping cart and Ajax chat are covered subsequently By the end of chapter 7 you will learn to visually speed up website responsiveness to building SEO friendly Ajax websites Also get to know about all popular Ajax webservices and APIs like Twitter Facebook and Google Maps which are covered in Ajax Mashups Finally step by step recipes are presented to build iPhone apps using basic libraries and everyday useful Ajax tools Build rich interactive web 2 0

sites with rich standards and Mashups around PHP Ajax *Ionic Cookbook* Hoc Phan,2015-10-30 Over 35 exciting recipes to spice up your application development with Ionic About This Book Learn how to utilize the robust features of Ionic CLI and its framework to create develop and build your mobile app Explore new integrations with various Backend as a Services along with AngularJS modules for creative solutions Use out of the box Ionic functionalities customize existing components and add new components with this comprehensive step by step guide Who This Book Is For If you are a front end developer and want to take advantage of your existing mobile application development skills to develop cross platform mobile apps this book is for you You will build up your Ionic knowledge with in depth recipes on Angular js Cordova and Sass What You Will Learn Authenticate users using an e mail password Twitter Facebook Google and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as a camera contact list e mail and maps using ngCordova Work with localStorage and SQLite for persistent data access on the client side Communicate to and from your app using push notifications or SMS Leverage AngularJS events and Ionic specific events to communicate across pages controllers and directives Customize the color and theme of your Ionic app Create new custom directives as components Compile your app for iOS Android and Windows Phone In Detail The world of mobile development is extremely fragmented with many platforms frameworks and technologies available Ionic is intended to fill that gap by enabling developers to build apps that have a native feel to them using web technologies such as HTML CSS and AngularJS Ionic makes it easy for front end developers to become app developers The framework provides superior performance with deep Cordova integration and a comprehensive set of tools for prototyping backend support and deployment Ionic Cookbook takes you through the process of developing a cross platform mobile app using just HTML5 and the JavaScript based Ionic You will start with an introduction to the CLI and then move on to building and running an app You will explore common features of real world mobile apps such as authenticating a user and getting and saving data using either Firebase or Local Storage Next the book covers how Ionic integrates with Cordova to support native device features using ngCordova and you will discover how to take advantage of existing modules around its ecosystem You will also delve into advanced topics including how to extend Ionic to create new components Finally the book will walk you through customizing the Ionic theme and building the app so that it can be deployed to all platforms Style and approach This book follows a recipe based approach to cross platform mobile app development where each task is explained in a conversational and easy to follow style Every topic explains individual features or components of Ionic and provides extra details for readers to come up with custom solutions based on real world applications **Ionic Cookbook** Indermohan Singh,2018-04-30 Ionic has been a preferred choice for JavaScript developers to develop real time hybrid applications This book will get you started with Ionic 3 9 and help you create Angular 5 components that interact with templates Get the best out of Ionic through dedicated recipes which will solve issues related to it **Ionic 2 Cookbook** Hoc Phan,2016-11-30 Over 30 life changing recipes to help you create cutting edge hybrid apps

with Ionic 2 About This Book Leverage Ionic 2 and its exciting new features to create cutting edge real time apps Work through simple recipes to address your problems directly and solve them effectively Get examples at each step to guide you on your learning curve Who This Book Is For This book is for front end JavaScript developers who know the basics of JavaScript programming No prior knowledge of Ionic is required to get the most of this book What You Will Learn Create custom UIs using Angular 2 directives Make the best use of REST APIs to submit forms Create beautiful animations and graphics in the application Embed videos and other media into the app Access native device functionalities such as a camera and maps using ngCordova Theme the application based on the various platform styles available Publish your application to a variety of platforms Leverage Angular 2 events and Ionic specific events to communicate In Detail Developing real time apps is the need of the hour and apps that deal with humongous amounts of user data and real time information that needs to be updated frequently are in high demand Currently one of the most popular frameworks for this task is Ionic Framework which is undergoing a major makeover This book will get you started with Ionic and help you create Angular 2 components that interact with templates From there you ll work with Ionic components and find out how to share data efficiently between them You ll discover how to make the best use of the REST API to handle back end services and then move on to animating the application to make it look pretty You ll learn to add in a local push notification in order to test the app You ll work with Cordova to support native functionalities on both iOS and Android From there you ll get to grips with using the default themes for each platform as well as customizing your own Finally you ll see how best to deploy your app to different platforms This book will solve all your Ionic related issues through dedicated recipes that will help you get the best out of Ionic Style and approach This book is a recipe based solution to all your Ionic 2 related problems and will help you create cutting edge real time apps with ease through simple to understand step by step recipes

Processes in GeoMedia—Volume V Tatiana Chaplina,2022-01-31 This book corresponds to the fifth volume of the series focused on Processes in GeoMedia and their research on the dynamic of natural systems including theoretical and experimental studies of the processes occurring in the earth s bowels the ocean and the atmosphere This volume pays particular attention to geomechanical aspects of the production of hydrocarbons This fifth volume of Processes in GeoMedia corresponds to the English edition of the journal Processes in GeoMedia published originally in Russian

Introduction to Web Mapping Michael Dorman,2020-01-28 A web map is an interactive display of geographic information in the form of a web page that you can use to tell stories and answer questions Web maps have numerous advantages over traditional mapping techniques such as the ability to display up to date or even real time information easy distribution to end users and highly customized interactive content Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications using standard web technologies HTML CSS and JavaScript The core technologies are introduced in Chapters 1 5 focusing on the specific aspects which are most relevant to web mapping Chapters 6 13 then implement the material and demonstrate key concepts for

building and publishing interactive web maps The book Gives an introduction to fundamental web technologies HTML CSS and JavaScript Covers Leaflet the popular open source JavaScript library for building web maps Describes the GeoJSON vector layer format and the Ajax technique for loading data Shows how spatial database APIs such as the CARTO platform can be combined with a web map to query and display large amounts of data Introduces client side geoprocessing with the Turf.js JavaScript library for applying spatial operators in the browser Demonstrates a complex web mapping application for collecting crowdsourced data combining Leaflet CARTO and the Leaflet draw plugin Goes over 69 complete code examples and includes 9 solved exercises for building web maps and web pages downloadable code is provided in the online supplement The book is intended for beginners with no background in web technologies or programming Nevertheless some prior experience with computers and programming is beneficial The book can be used for self study or as a textbook in a standard undergraduate Web mapping course in a Geography department intended for students specializing in Geographic Information Systems GIS

HTML5 Cookbook Christopher Schmitt, Kyle Simpson, 2011-11-07 With scores of practical recipes you can use in your projects right away this cookbook helps you gain hands on experience with HTML5's versatile collection of elements You get clear solutions for handling issues with everything from markup semantics web forms and audio and video elements to related technologies such as geolocation and rich JavaScript APIs Each informative recipe includes sample code and a detailed discussion on why and how the solution works Perfect for intermediate to advanced web and mobile web developers this handy book lets you choose the HTML5 features that work for you and helps you experiment with the rest Test browsers for HTML5 support and use techniques for applying unsupported features Discover how HTML5 makes web form implementation much simpler Overcome challenges for implementing native audio and video elements Learn techniques for using HTML5 with ARIA accessibility guidelines Explore examples that cover using geolocation data in your applications Draw images use transparencies add gradients and patterns and more with Canvas Bring HTML5 features to life with a variety of advanced JavaScript APIs

Mastering jQuery Mobile Chip Lambert, Shreerang Patwardhan, 2015-07-30 jQuery Mobile is a touch optimized JavaScript framework Using this framework we can create mobile web applications using standard web technologies such as HTML5 CSS3 and JavaScript which will function and behave consistently across multiple devices of different form factors The book starts with you setting up the development environment that will enable you to complete the project that accompanies the book Furthermore you will get a brief overview of developing for mobile devices and a brief look at RESS You will then start putting together a touch based navigation system as you link pages together and explore the various widgets and controls used to build the project Finally some mobile best practices that will benefit you will be looked at as you go deeper into jQuery Mobile development By the end of the book you will be well equipped with an extensive knowledge of jQuery Mobile not only to build applications but to effectively customize and maintain them

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Pamungkas,2015-10-30 Build real world hybrid mobile applications using the robust PhoneGap development platform About This Book Get to grips with the usage of PhoneGap and its command line interface Learn to use numerous plugins to access several hardware capabilities Step by step instructions on creating captivating mobile applications using popular frameworks Who This Book Is For If you are a developer who wants to get started with mobile application development using PhoneGap then this book is for you Previous experience with data mining libraries will help but is not mandatory A basic understanding of web technologies such as HTML CSS and JavaScript is a must What You Will Learn Set up a development environment to develop PhoneGap applications Generate build and run applications using the PhoneGap command line interface Install plugins from the command line to add native capabilities to your application Call the JavaScript API of plugins and hook into native events Manipulate DOM using zepto and xuijs Develop a user interface using jQuery Mobile and the Ionic framework Get accustomed to using the PhoneGap Build service In Detail Developing mobile applications often feels intimidating Especially when building cross platform application We have to learn a specific programming language to build an application for each platform PhoneGap makes cross platform mobile application development faster and easier by using web technologies such as HTML5 CSS and JavaScript This book gives you practical lessons on how to build a world class mobile application using PhoneGap Whether you are a brand new to mobile application development a web developer expert or a seasoned mobile application developer this book will guide you through creating hybrid mobile applications Starting with setting up a development environment the book moves on to utilizing a new PhoneGap command line tool installing plugins and designing your application It then moves on to concepts such as file system storage and local database the book effectively lays a solid base for advanced topics By working through the steps in each chapter you will quickly master the features of PhoneGap By the end of the book you will be able to successfully build a highly functional real world hybrid mobile application using PhoneGap Style and approach And easy to follow guide full of practical examples of real world mobile application Each topic is explained step by step with detailed explanations on each concept HTML5 Developer's Cookbook Chuck Hudson,Tom Leadbetter,2011-12-01 2012 Jolt Productivity Award winner Using HTML5 web developers can create standards based browser applications with extraordinary richness and power incorporating everything from drag and drop to native audio and video all without any third party plug ins Simply put every web developer needs to master HTML5 and the sooner you do so the greater advantage you ll have HTML5 Developer s Cookbook provides all the expert advice and proven code you need to start building production quality HTML5 applications right now Authors Chuck Hudson and Tom Leadbetter present tested modular recipes at beginner intermediate and advanced levels You ll learn exactly how to deliver state of the art user experiences by integrating HTML5 s new and enhanced elements with CSS3 multimedia and JavaScript APIs Reflecting current standards this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each feature discussed Coverage includes Understanding and using HTML5 s new structural

elements Using grouping text level and redefined semantics Managing browser handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness with the Geolocation API Implementing client side storage Working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data Turn to HTML5 Developer s Cookbook for expert answers real solutions and the code required to implement them It s all you need to jumpstart any HTML5 project and create rich high value web applications your users will love **Tizen Cookbook** Leon Anavi,2014-10-10 If you want to enter the fascinating world of Tizen and learn how to develop engaging and successful applications then this book is for you It ll benefit novices and experienced application developers alike **Learning Ionic** Arvind Ravulavaru,2015-07-24 With this book you will learn hybrid mobile application development using Ionic This book uses Cordova 5 0 0 Ionic CLI 1 5 0 and Ionic 1 0 0 to explain the concepts and build apps To begin with the book helps you understand where Ionic fits in today s world Then you will dive deep into Ionic CSS components and Ionic AngularJS directives and services You will also examine theming Ionic apps using the built in SCSS setup Next you will learn to build an Ionic client for a secure REST API where you will implement user authentication and token based development Cordova and ngCordova will be explored and you will learn how you can integrate device specific features such as a camera and Geolocation with an Ionic app We will wrap up the book by building a messaging app which deals with talking to Firebase a real time data store as well as device features By the end of this book you will be able to develop a hybrid mobile application from start to finish and generate device specific installers

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