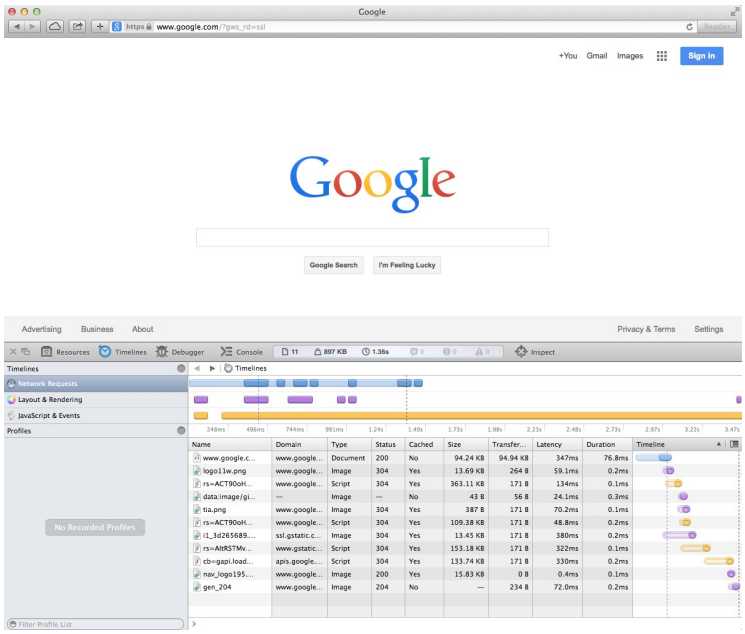
Chapter 1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Timelines
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No Recorded Profiles
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Name
Domain
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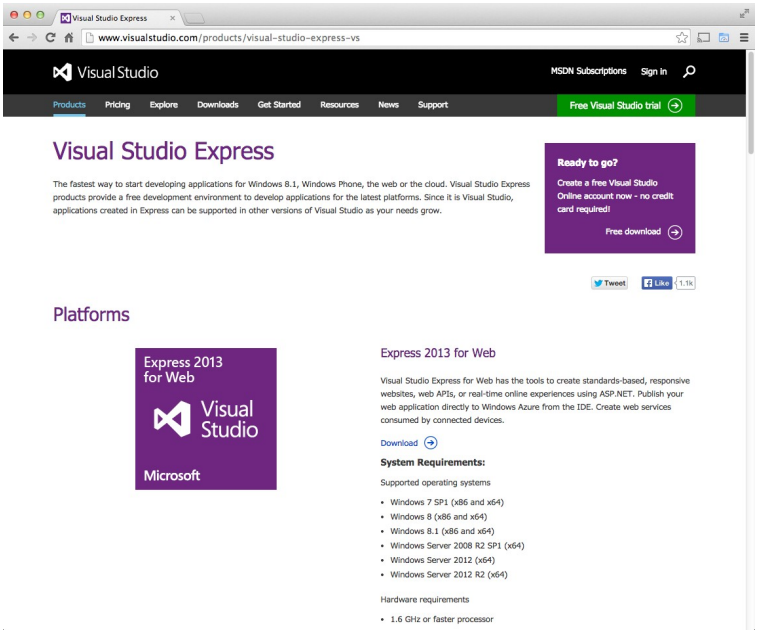
Status
Cached
Size
Transfer...
Latency
Duration
Timeline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System Requirements:
Supported operating systems
Windows 7 SP1 (x86 and x64)
Windows 8 (x86 and x64)
Windows 8.1 (x86 and x64)
Windows Server 2008 R2 SP1 (x64)
Windows Server 2012 (x64)
Windows Server 2012 R2 (x64)
Hardware requirements
1.6 GHz or faster processor


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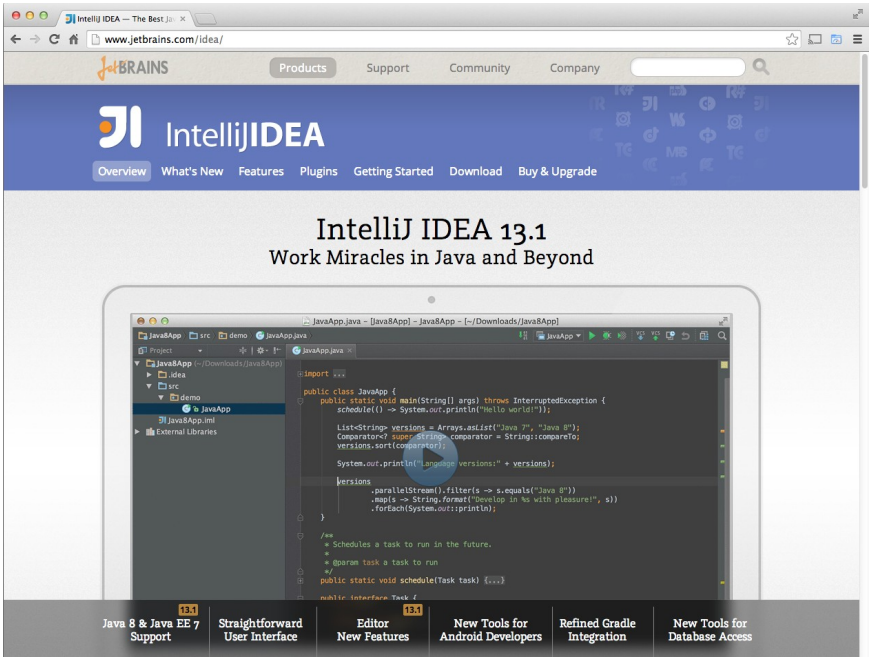
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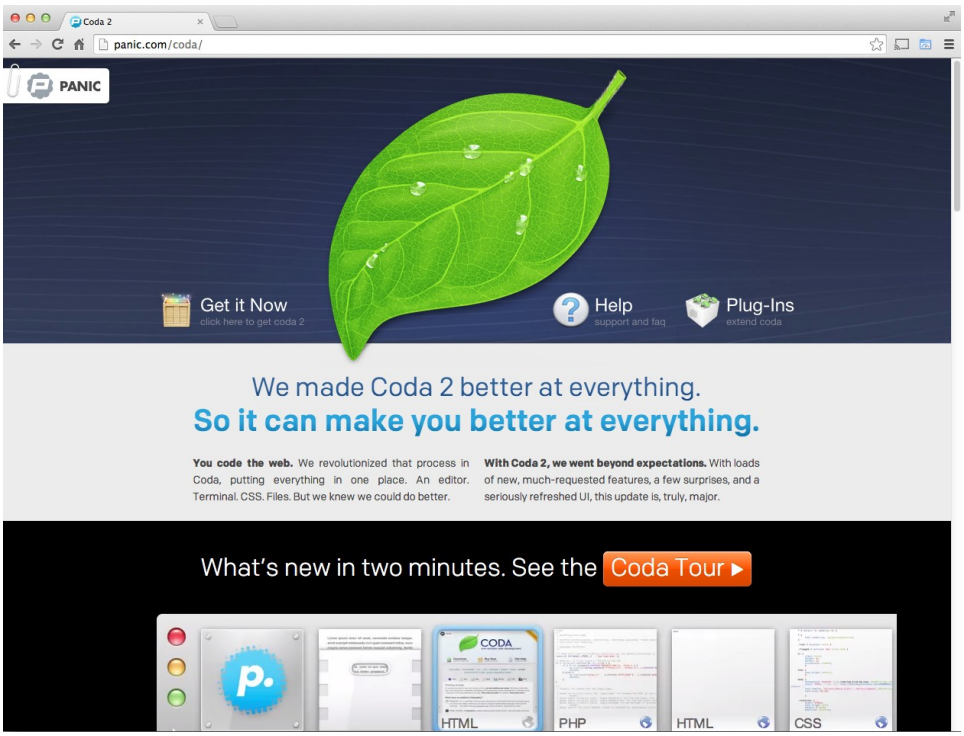
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PANIC
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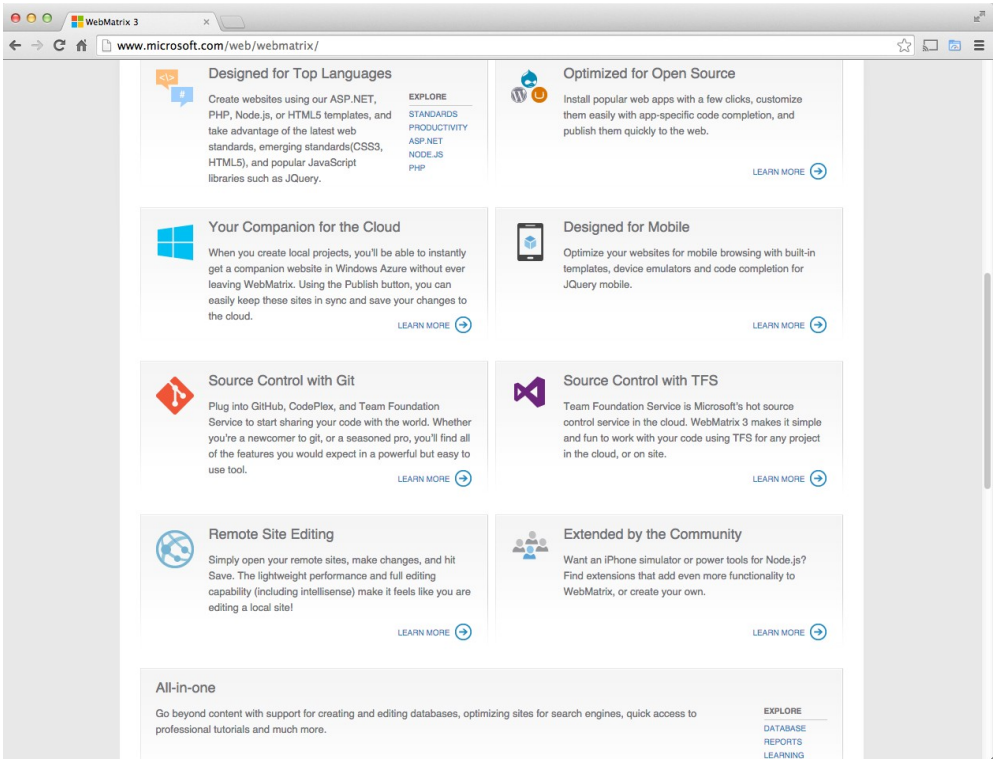
HTML
PHP
HTML
CSS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Demonstration
base64.cc
void base64_encode(const uint8_t * data, size_t length, char * dst)
{
size_t src_idx = 0;
size_t dst_idx = 0;
for (; (src_idx + 2) < length; src_idx += 3, dst_idx += 4)
{
uint8_t s0 = data[src_idx];
uint8_t s1 = data[src_idx + 1];
uint8_t s2 = data[src_idx + 2];
dst[dst_idx + 0] = charset[(s0 & 0xfc) >> 2];
dst[dst_idx + 1] = charset[((s0 & 0x03) << 4) | ((s1 & 0xf0) >> 4)];
dst[dst_idx + 2] = charset[((s1 & 0x0f) << 2) | (s2 & 0xc0) >> 6];
dst[dst_idx + 3] = charset[(s2 & 0x3f)];
}
if (src_idx < length)
{
uint8_t s0 = data[src_idx];
uint8_t s1 = (src_idx + 1 < length) ? data[src_idx + 1] : 0;
dst[dst_idx++] = charset[(s0 & 0xfc) >> 2];
dst[dst_idx++] = charset[((s0 & 0x03) << 4) | ((s1 & 0xf0) >> 4)];
if (src_idx + 1 < length)
dst[dst_idx++] = charset[((s1 & 0x0f) << 2)];
}
Line 31, Column 55
Spaces: 4
C++
Use Multiple Selections to rename variables quickly.
Here ⌘D is used to select the next occurrence of the current word.
1 / 6
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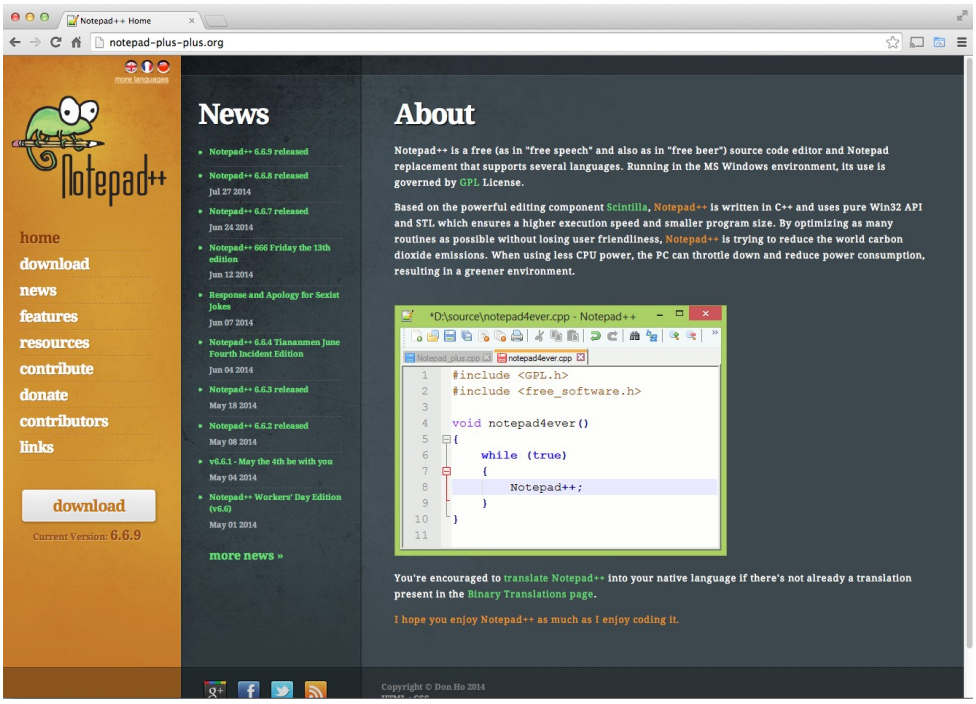
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About
Notepad++ is a free (as in "free speech" and also as in "free beer") source code editor and Notepad replacement that supports several languages. Running in the MS Windows environment, its use is governed by GPL License.
Based on the powerful editing component Scintilla, Notepad++ is written in C++ and uses pure Win32 API and STL which ensures a higher execution speed and smaller program size. By optimizing as many routines as possible without losing user friendliness, Notepad++ is trying to reduce the world carbon dioxide emissions. When using less CPU power, the PC can throttle down and reduce power consumption, resulting in a greener environment.
*D:\source\notepad4ever.cpp - Notepad++
#include <GPL.h>
#include <free_software.h>
void notepad4ever()
{
while (true)
{
Notepad++;
}
}
You're encouraged to translate Notepad++ into your native language if there's not already a translation present in the Binary Translations page.
I hope you enjoy Notepad++ as much as I enjoy coding it.
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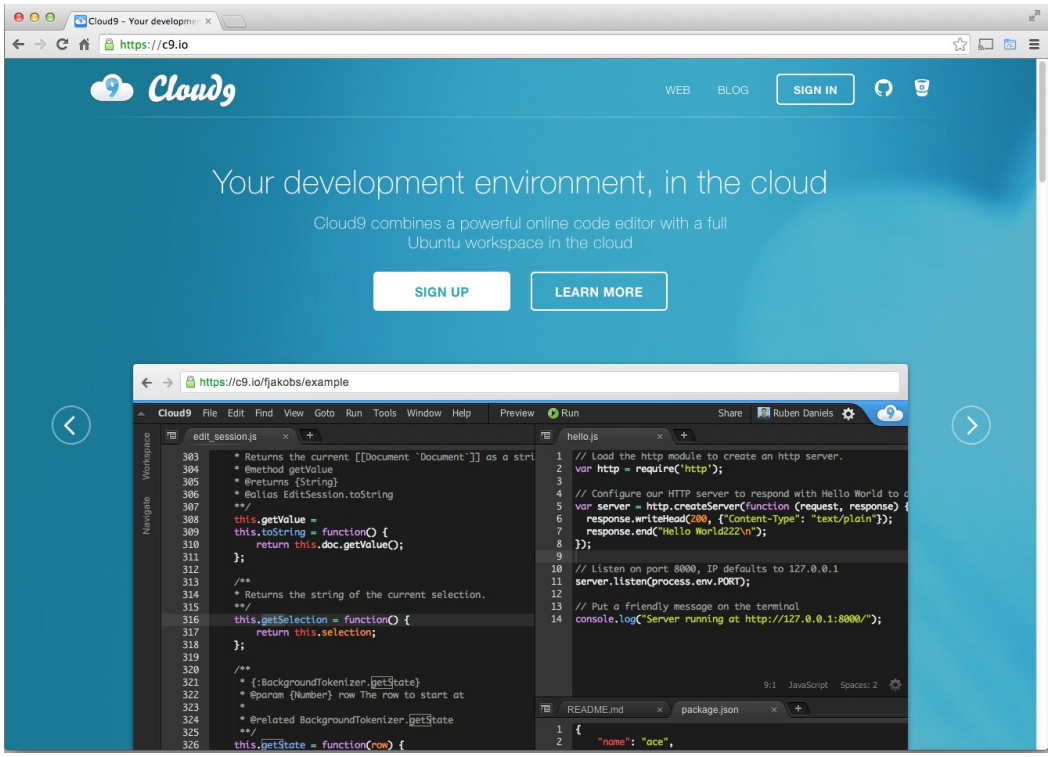
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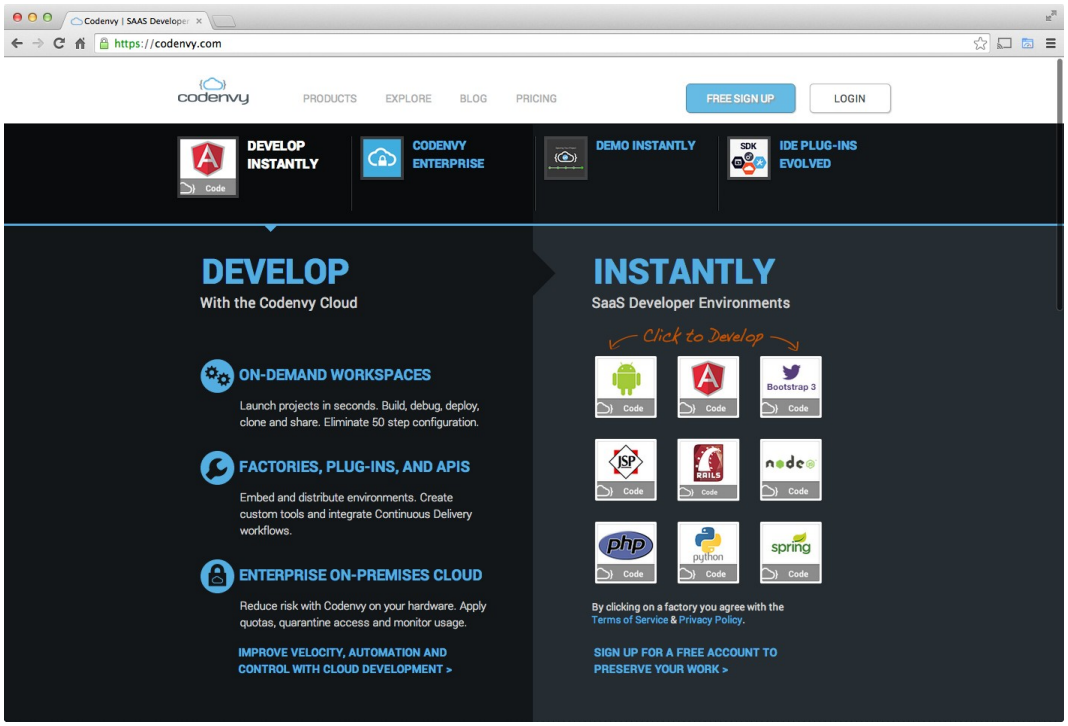
edit_session.js
hello.js
README.md
package.json
// Load the http module to create an http server.
var http = require('http');
// Configure our HTTP server to respond with Hello World to
var server = http.createServer(function (request, response) {
response.writeHead(200, {"Content-Type": "text/plain"});
response.end("Hello World222\n");
});
// Listen on port 8000, IP defaults to 127.0.0.1
server.listen(process.env.PORT);
// Put a friendly message on the terminal
console.log("Server running at http://127.0.0.1:8000/");
{
"name": "ace",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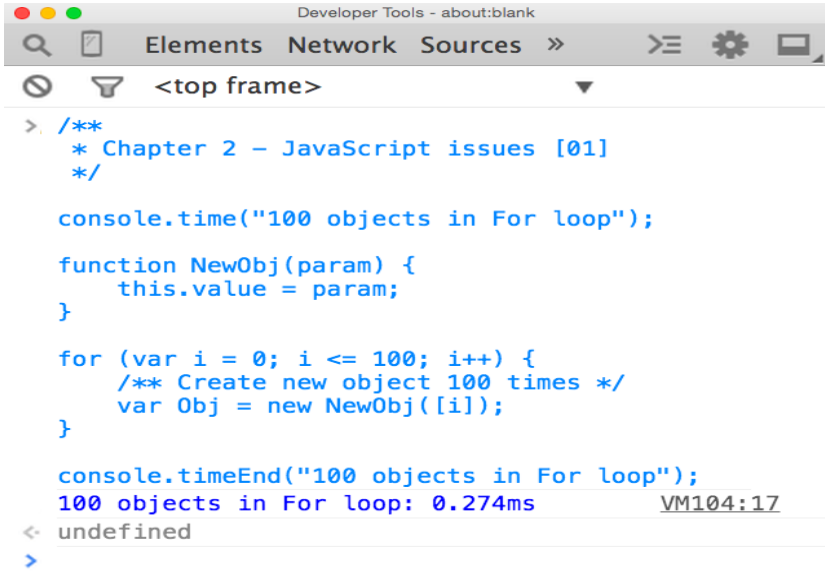
Chapter 2

02_01.js

02_01.js › No Selection

```
1  /**
2   * Chapter 2 - JavaScript issues [01]
3   */
4
5  console.time("100 objects in For loop");
6
7  function NewObj(param) {
8      this.value = param;
9  }
10
11 for (var i = 0; i < 100; i++) {
12     /** Create new object 100 times */
13     var Obj = new NewObj([i]);
14 }
15
16 console.timeEnd("100 objects in For loop");
```



02_02.js

02_02.js › No Selection

```
1  /**
2   * Chapter 2 - JavaScript issues [02]
3   */
4
5  console.time("10 objects in For loop");
6
7  function NewObj(param) {
8      this.value = param;
9  }
10
11 for (var i = 0; i <= 10; i++) {
12     /** Create new object 10 times */
13     var Obj = new NewObj([i]);
14 }
15
16 console.timeEnd("10 objects in For loop");
```

Developer Tools - about:blank

Elements Network Sources »

<top frame>

```
> /**
   * Chapter 2 - JavaScript issues [02]
   */

  console.time("10 objects in For loop");

  function NewObj(param) {
      this.value = param;
  }

  for (var i = 0; i <= 10; i++) {
      /** Create new object 10 times */
      var Obj = new NewObj([i]);
  }

  console.timeEnd("10 objects in For loop");
  10 objects in For loop: 0.099ms          VM115:17
<- undefined
>
```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JSLint
The JavaScript Code Quality Tool
Edition 2014-07-08
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Set the options.
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Source
clear
// Paste quality code here
JSLint
Options
clear options
Assume...
default a browser
default CouchDB
default console,alert, ...
default Node.js
default Rhino
default Stop on first error
Tolerate...
default assignment expressions
default bitwise operators
default continue
default debugger statements
default == and !=
default eval
Tolerate...
default unfilteredfor in
default uncapitalized constructors
default dangling _ in identifiers
default ++ and --
default . and [^...] in /RegExp/
default unused parameters
Tolerate...


02_03.js — Edited
02_03.js
/**
* Chapter 2 - JavaScript issues [03]
*/
my_count;
(function(params){
// TODO: Test this code.
console.log("Log message")
var number1 = 40;
var number2 = 2;
my_count = number1 + number2;
if (my_count == "42") console.log("my_count: is 42");
})();
Line 19 | Column 10 | JavaScript | LF (Unix) | Unicode (UTF-8) | console


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The JavaScript Code Quality Tool
0.007 seconds.
Read the instructions.
Set the options.
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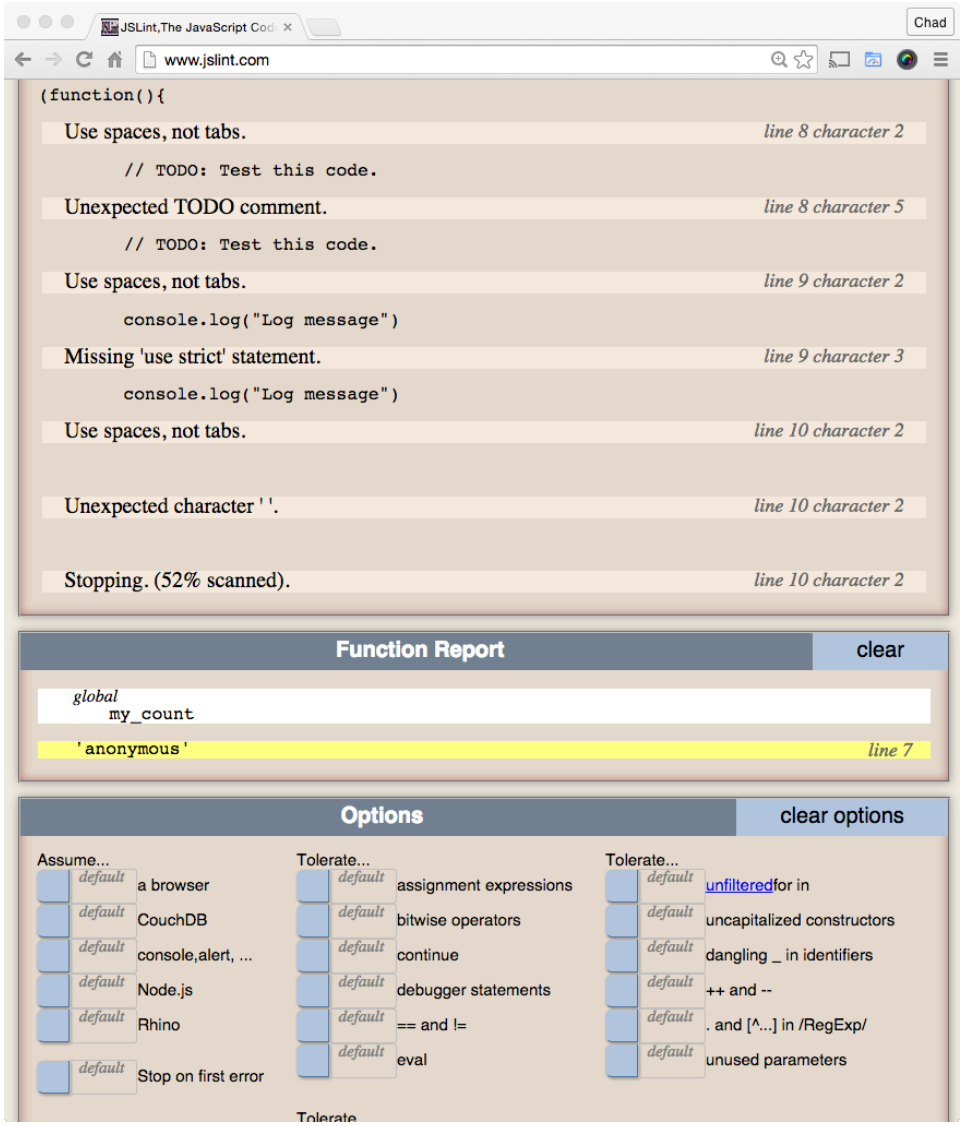
Donate.
Source
clear
/**
* Chapter 2 - JavaScript issues [03-01]
*/
var my_count;
(function(){
// TODO: Test this code.
console.log("Log message")
var number1 = 40;
var number2 = 2;
my_count = number1 + number2;
if (my_count == "42") console.log("my_count: is 42");
}());
JSLint
Errors
clear
Unexpected character '(space)'. line 4 character 1
Unexpected character '(space)'. line 6 character 1
Expected exactly one space between 'function' and '('. line 7 character 10
(function(){
Expected exactly one space between ')' and '{'. line 7 character 12


JSLint,The JavaScript Cod
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(function(){
Use spaces, not tabs. line 8 character 2
// TODO: Test this code.
Unexpected TODO comment. line 8 character 5
// TODO: Test this code.
Use spaces, not tabs. line 9 character 2
console.log("Log message")
Missing 'use strict' statement. line 9 character 3
console.log("Log message")
Use spaces, not tabs. line 10 character 2
Unexpected character ' '. line 10 character 2
Stopping. (52% scanned). line 10 character 2
Function Report
clear
global
my_count
'anonymous' line 7
Options
clear options
Assume...
default a browser
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Tolerate...
default assignment expressions
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default continue
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default unfilteredfor in
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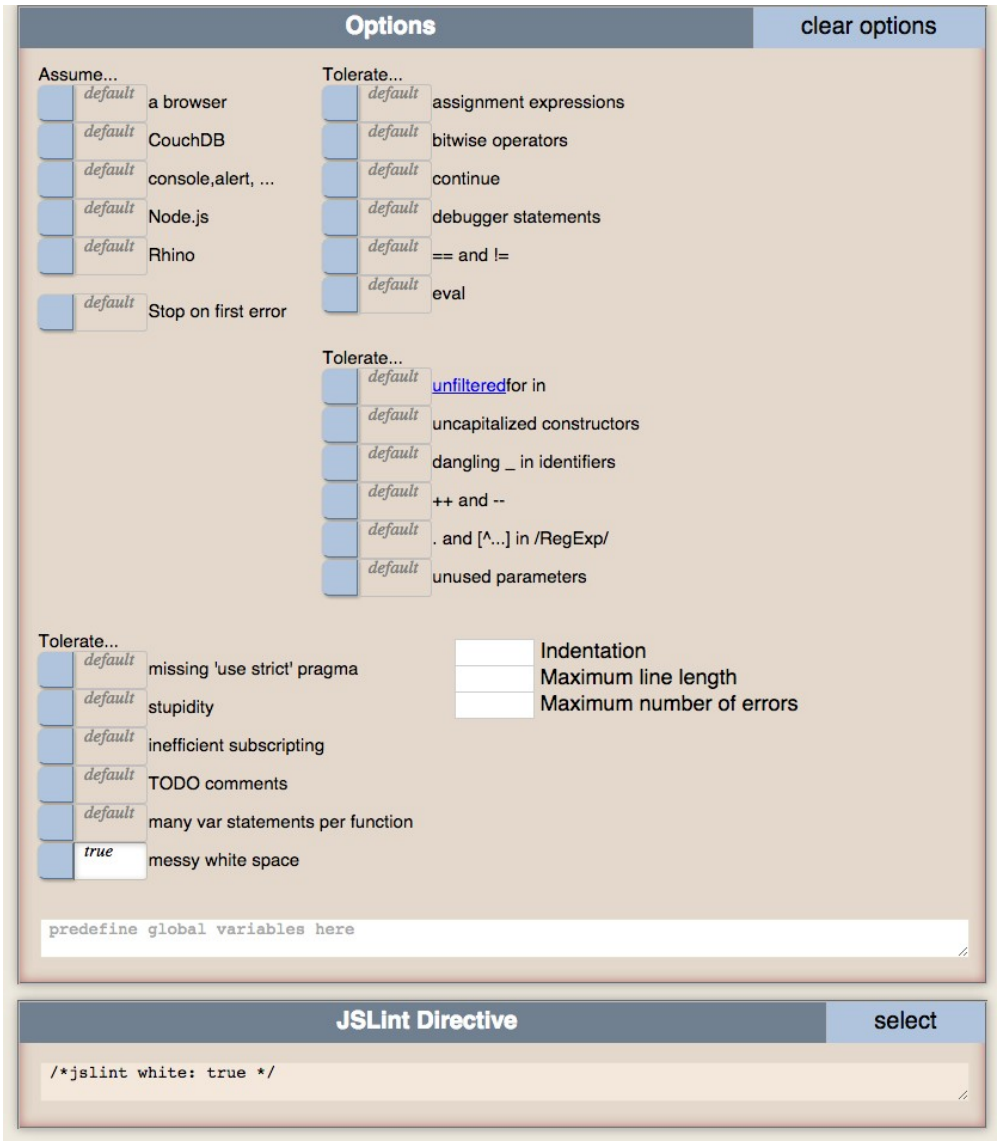
default dangling _ in identifiers
default ++ and --
default . and [^...] in /RegExp/
default unused parameters
Tolerate


Options
clear options
Assume...
default
a browser
default
CouchDB
default
console,alert, ...
default
Node.js
default
Rhino
default
Stop on first error
Tolerate...
default
assignment expressions
default
bitwise operators
default
continue
default
debugger statements
default
== and !=
default
eval
Tolerate...
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unfilteredfor in
default
uncapitalized constructors
default
dangling _ in identifiers
default
++ and --
default
. and [^...] in /RegExp/
default
unused parameters
Tolerate...
default
missing 'use strict' pragma
default
stupidity
default
inefficient subscripting
default
TODO comments
default
many var statements per function
true
messy white space
Indentation
Maximum line length
Maximum number of errors
predefine global variables here
JSLint Directive
select
/*jslint white: true */

'my_count' was used before it was defined.

```
my_count;
```

Unexpected TODO comment.

```
        // TODO: Test this code.
```

Missing 'use strict' statement.

```
        console.log("Log message")
```

Expected ';' and instead saw 'var'.

```
        console.log("Log message")
```

Combine this with the previous 'var' statement.

```
        var number2 = 2;
```

'my_count' was used before it was defined.

```
        my_count = number1 + number2;
```

'my_count' was used before it was defined.

```
        if (my_count == "42") console.log("my_count: is 42");
```

Expected '===' and instead saw '=='.

```
        if (my_count == "42") console.log("my_count: is 42");
```

Expected '{' and instead saw 'console'.

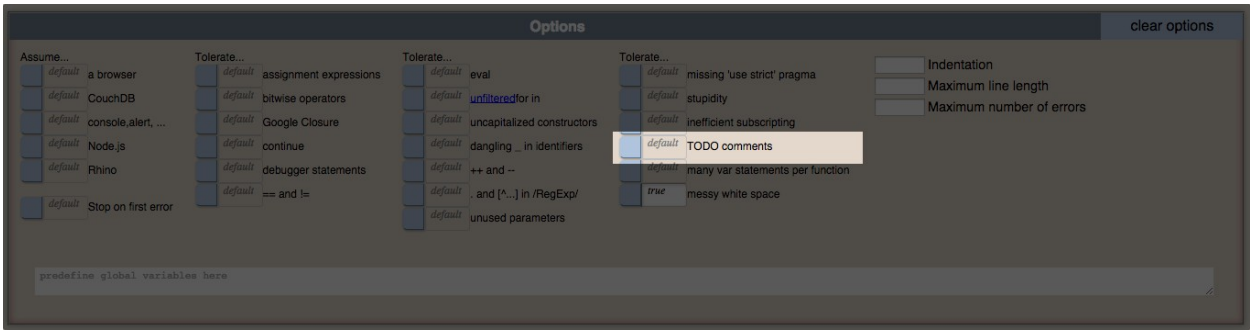
```
        if (my_count == "42") console.log("my_count: is 42");
```

Stopping. (84% scanned).

02_03_01

02_03_01.js › No Selection

```
/**
* Chapter 2 - JavaScript issues [03-01]
 */

var my_count;

(function(){
    // TODO: Test this code.
    console.log("Log message")

    var number1 = 40;
    var number2 = 2;
    my_count = number1 + number2;


    if (my_count == "42") console.log("my_count: is 42");


}());
```



Missing 'use strict' statement.

```
console.log("Log message")
```

Expected ';' and instead saw 'var'.

```
console.log("Log message")
```

Combine this with the previous 'var' statement.

```
var number2 = 2;
```

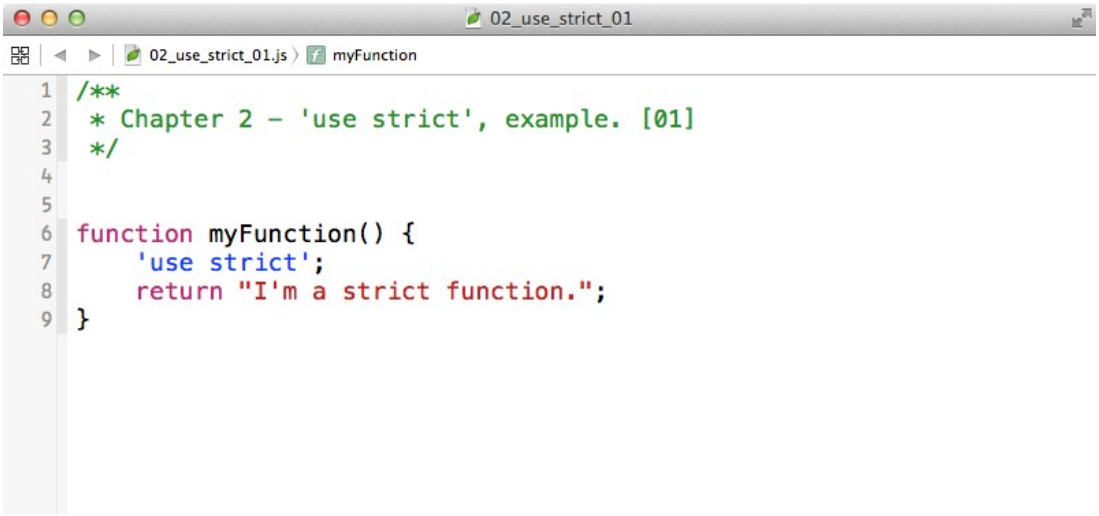
Expected '===' and instead saw '=='.

```
if (my_count == "42") console.log("my_count: is 42");
```

Expected '{' and instead saw 'console'.

```
if (my_count == "42") console.log("my_count: is 42");
```

Stopping. (84% scanned).



02_use_strict _02

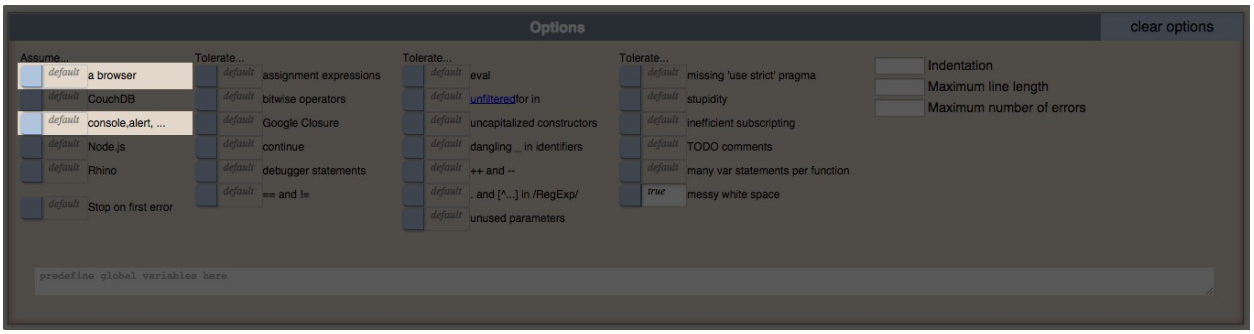
02_use_strict _02.js 〉 No Selection

```
/**
 * Chapter 2 - 'use strict', global example. [02]
 */

"use strict";
var i_am = "I'm strict globally to this JS file.";
```

02_03_02

02_03_02.js 〉 No Selection

```
/**
* Chapter 2 - JavaScript issues [03-02]
 */

var my_count;

(function(){
    // TODO: Test this code.
    "use strict";
 console.log("Log message");

    var number1 = 40;
    var number2 = 2;
    my_count = number1 + number2;


    if (my_count == "42") console.log("my_count: is 42");


}());
```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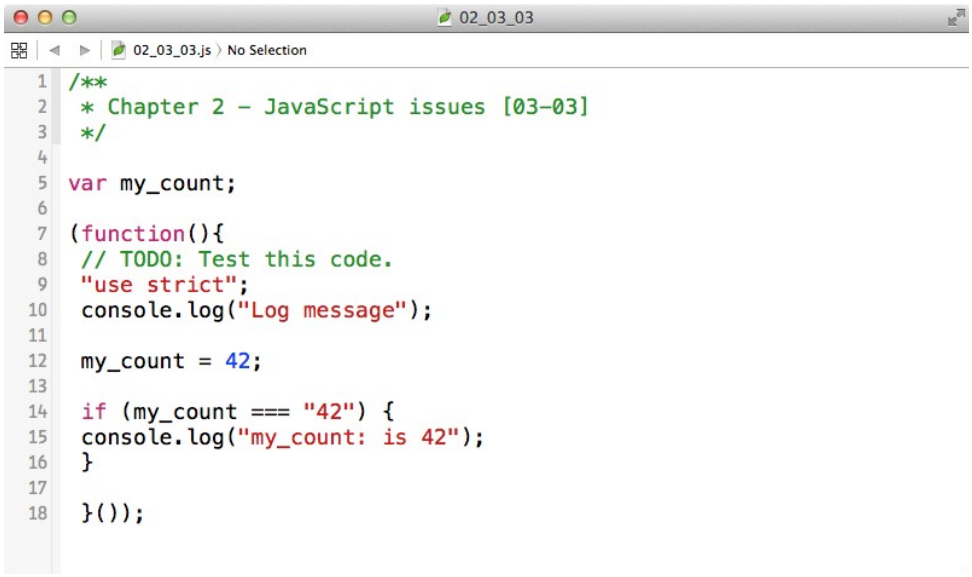
clear options
Assume...
default a browser
default CouchDB
default console,alert, ...
default Node.js
default Rhino
default Stop on first error
Tolerate...
default assignment expressions
default bitwise operators
default Google Closure
default continue
default debugger statements
default == and !=
Tolerate...
default eval
default unfilteredfor in
default uncapitalized constructors
default dangling _ in identifiers
default ++ and --
default . and [^...] in /RegExp/
default unused parameters
Tolerate...
default missing 'use strict' pragma
default stupidity
default inefficient subscripting
default TODO comments
default many var statements per function
true messy white space
Indentation
Maximum line length
Maximum number of errors
predefine global variables here

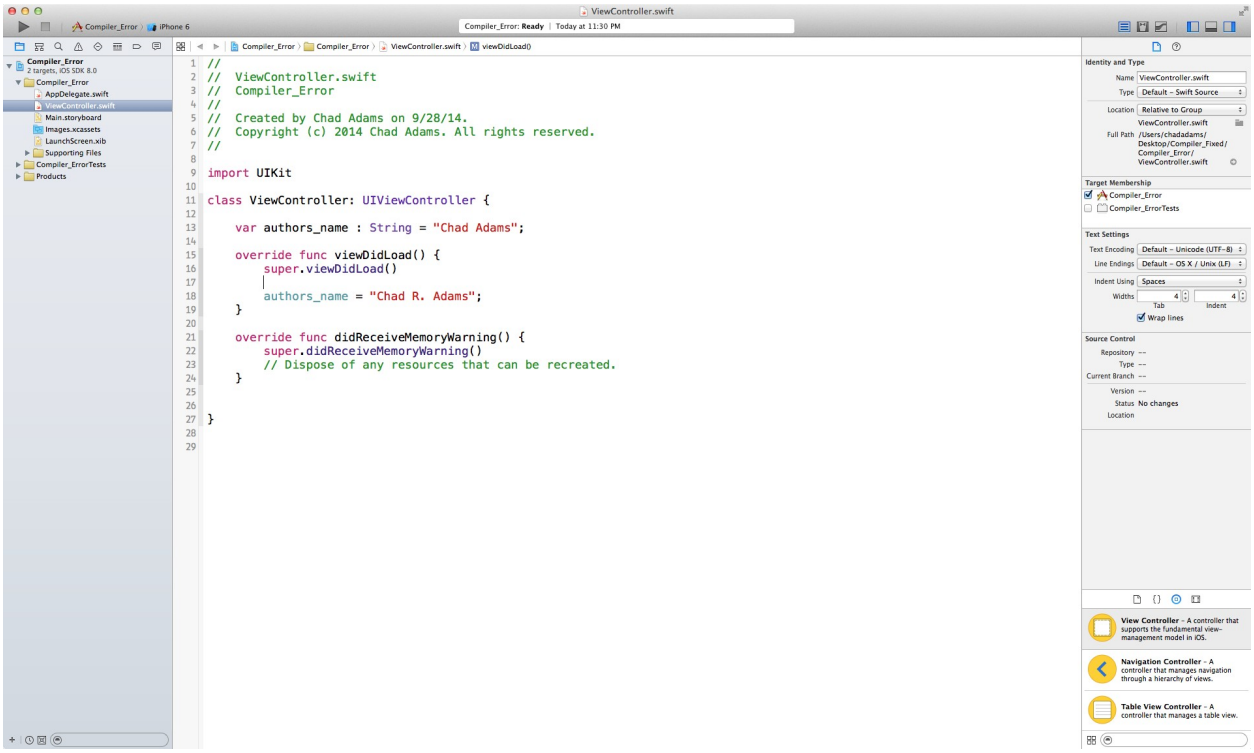

02_03_03
02_03_03.js 〉 No Selection
1 /**
2 * Chapter 2 - JavaScript issues [03-03]
3 */
4
5 var my_count;
6
7 (function(){
8 // TODO: Test this code.
9 "use strict";
10 console.log("Log message");
11
12 my_count = 42;
13
14 if (my_count === "42") {
15 console.log("my_count: is 42");
16 }
17
18 }());

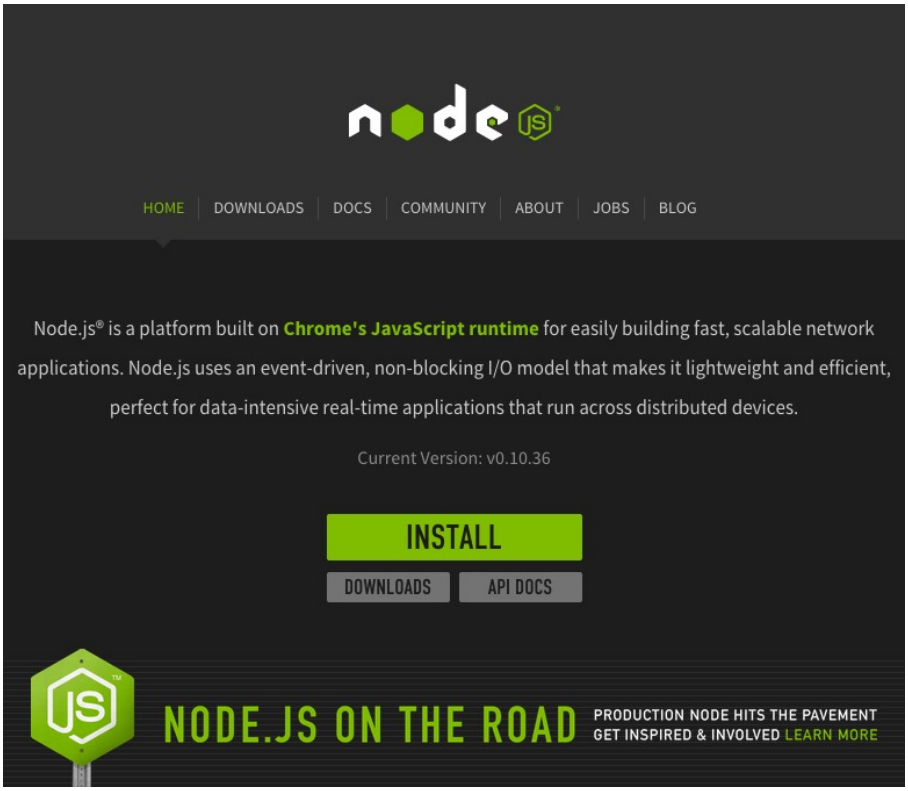

JSLint
The JavaScript Code Quality Tool
0 seconds.
Read the instructions.
Set the options.
Enjoy The Good Parts.
Donate.
Source
clear
/**
* Chapter 2 - JavaScript issues [03-04]
*/
var my_count;
(function(){
// TODO: Test this code.
"use strict";
console.log("Log message");
my_count = 42;
if (my_count === "42") {
console.log("my_count: is 42");
}
}());
JSLint
Function Report
clear
global
console, my_count
'anonymous'
line 7
global
console, my_count

Chapter 3

```swift
//
//  ViewController.swift
//  Compiler_Error
//
//  Created by Chad Adams on 9/28/14.
//  Copyright (c) 2014 Chad Adams. All rights reserved.
//

import UIKit

class ViewController: UIViewController {

    //Assign a name to a constant variable, (which cannot be changed).
    let authors_name : String = "Chad Adams";

    override func viewDidLoad() {
        super.viewDidLoad()

        //Here we have an error, our compiler complains that we can't change the name of "authors_name"
        authors_name = "Chad R. Adams";
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}
```

Cannot assign to 'authors_name' in 'self'

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Node.js® is a platform built on Chrome's JavaScript runtime for easily building fast, scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run across distributed devices.
Current Version: v0.10.36
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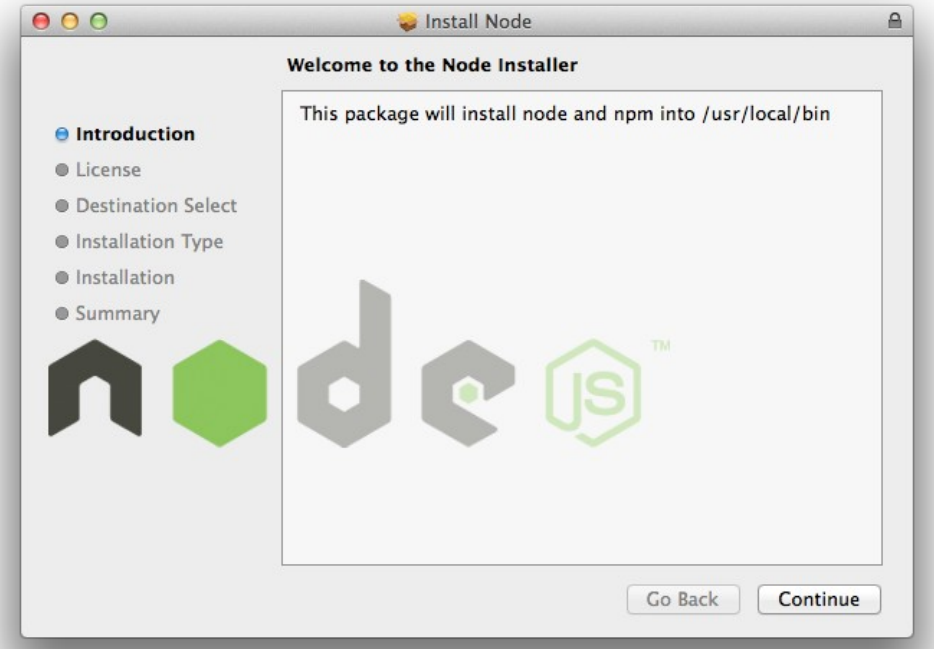
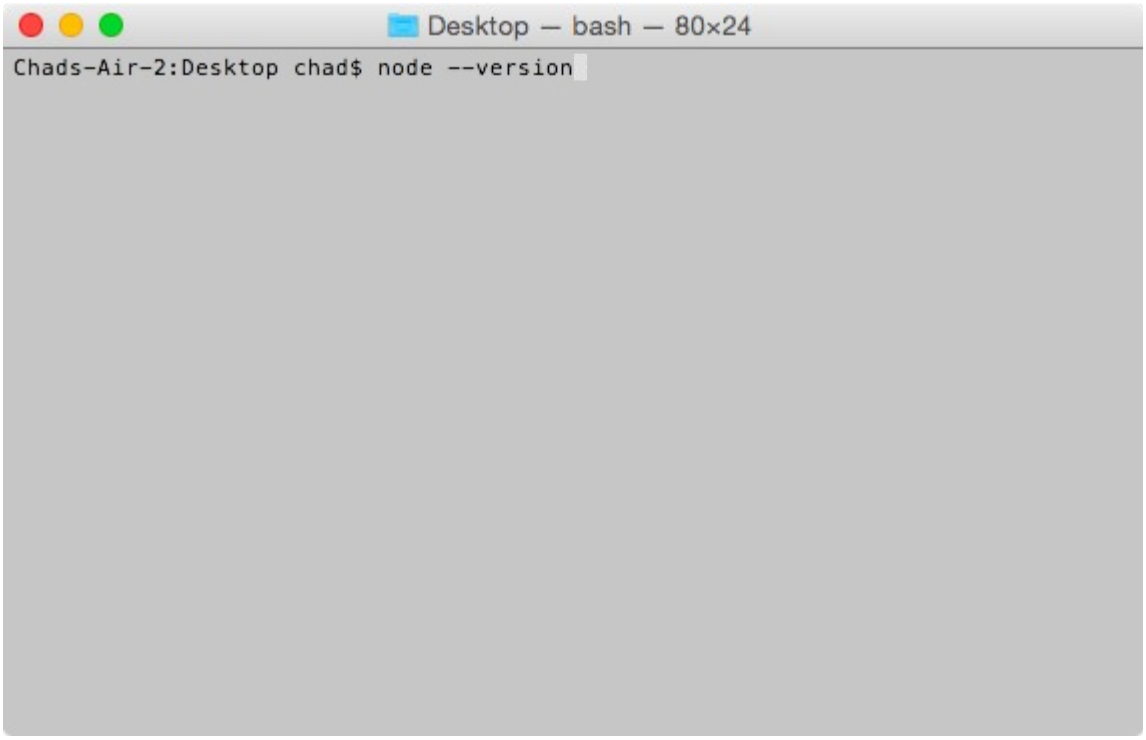
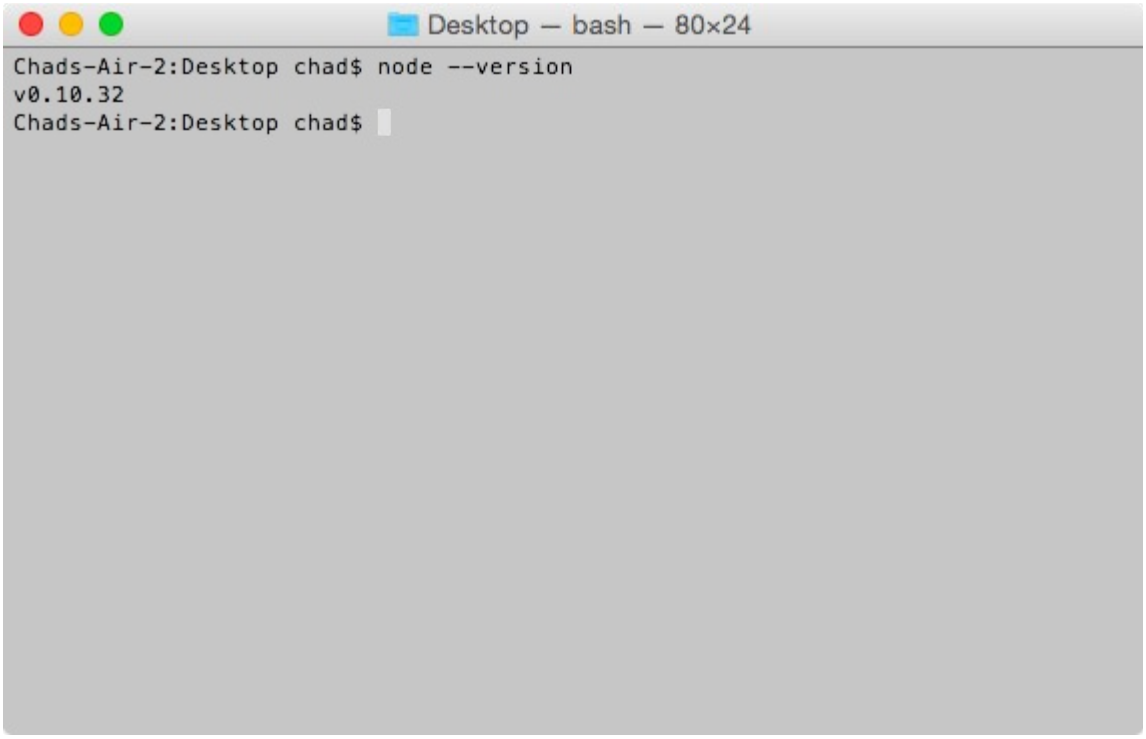
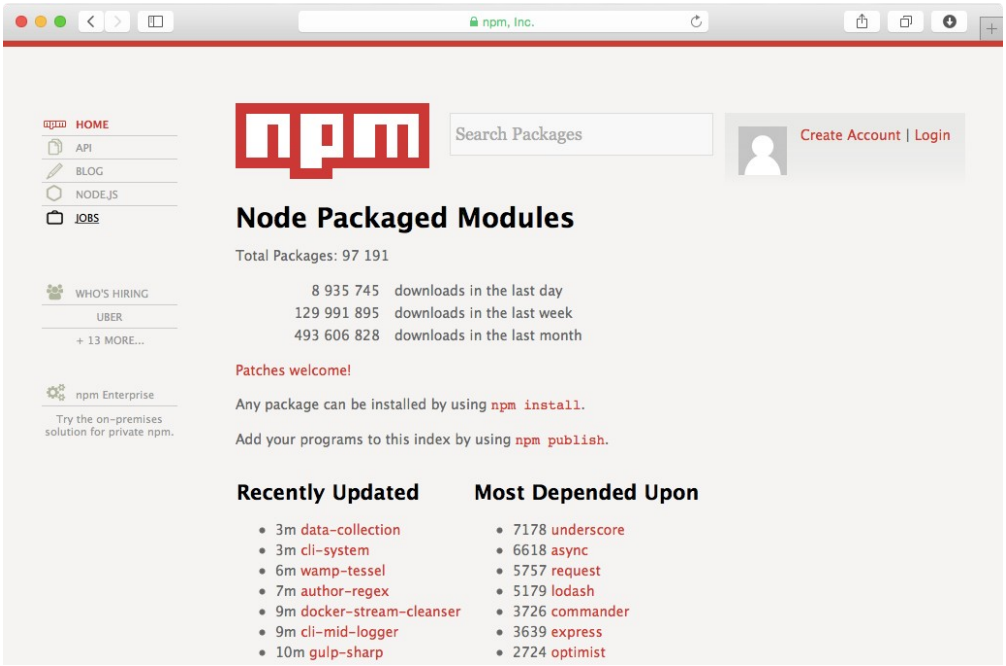

Install Node
Welcome to the Node Installer
Introduction
License
Destination Select
Installation Type
Installation
Summary
This package will install node and npm into /usr/local/bin
Go Back
Continue


Desktop — bash — 80×24
Chads-Air-2:Desktop chad$ node --version


Desktop — bash — 80×24
Chads-Air-2:Desktop chad$ node --version
v0.10.32
Chads-Air-2:Desktop chad$


npm, Inc.
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UBER
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npm Enterprise
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Node Packaged Modules
Total Packages: 97 191
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Patches welcome!
Any package can be installed by using npm install.
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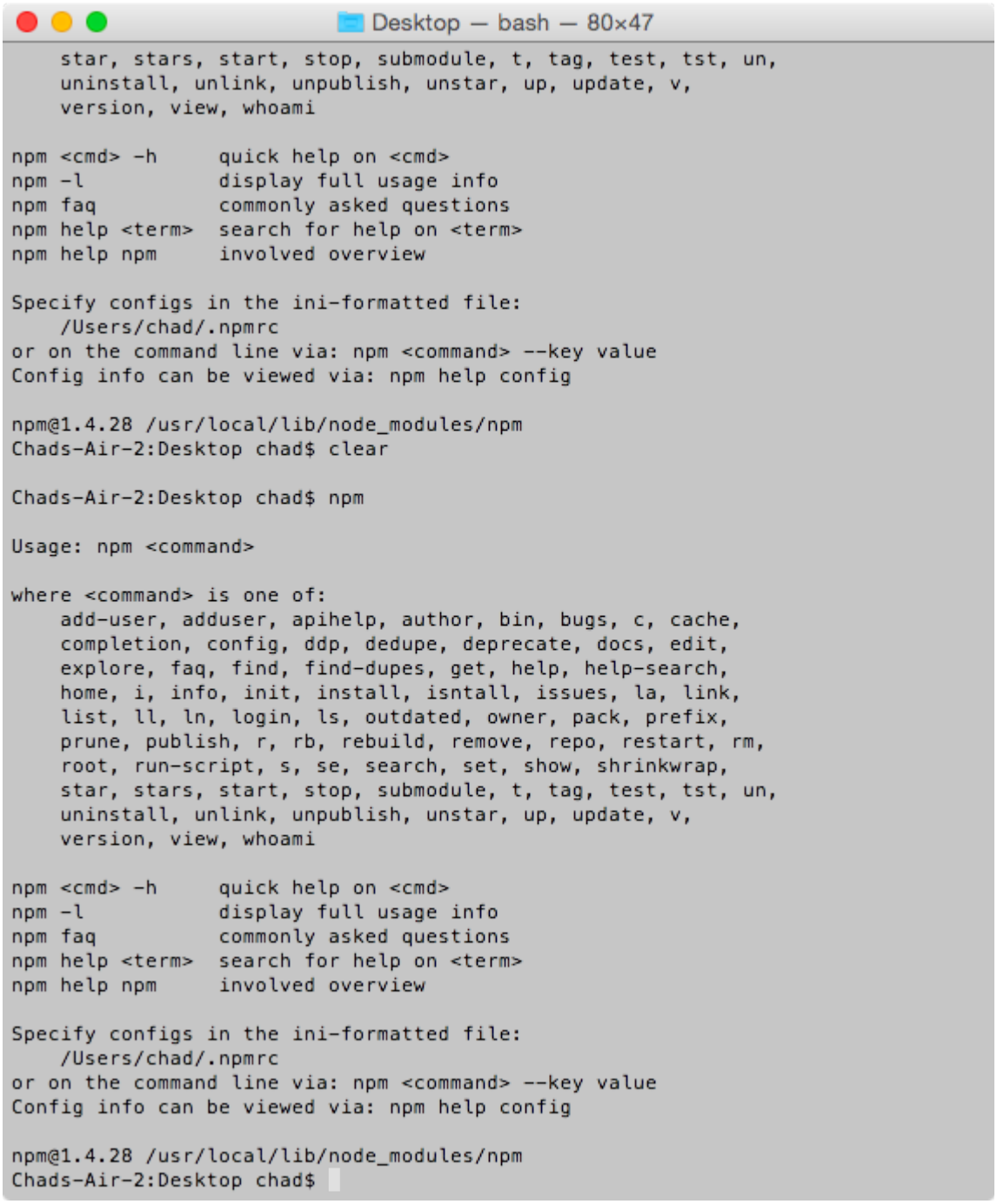
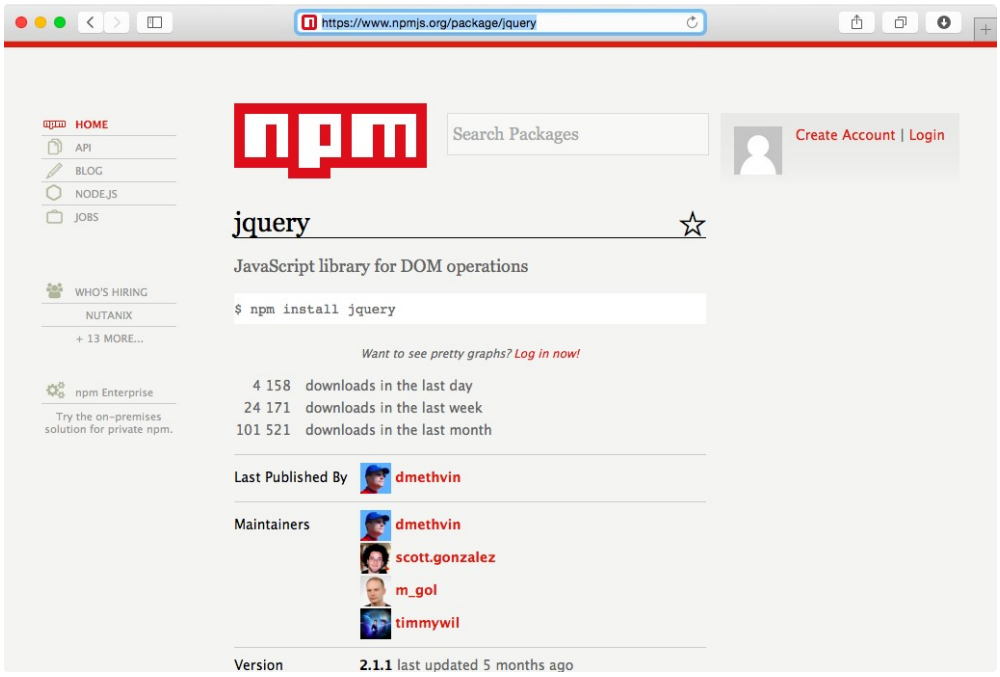
Recently Updated
3m data-collection
3m cli-system
6m wamp-tessel
7m author-regex
9m docker-stream-cleanser
9m cli-mid-logger
10m gulp-sharp
Most Depended Upon
7178 underscore
6618 async
5757 request
5179 lodash
3726 commander
3639 express
2724 optimist


Desktop — bash — 80×47
star, stars, start, stop, submodule, t, tag, test, tst, un,
uninstall, unlink, unpublish, unstar, up, update, v,
version, view, whoami
npm <cmd> -h quick help on <cmd>
npm -l display full usage info
npm faq commonly asked questions
npm help <term> search for help on <term>
npm help npm involved overview
Specify configs in the ini-formatted file:
/Users/chad/.npmrc
or on the command line via: npm <command> --key value
Config info can be viewed via: npm help config
npm@1.4.28 /usr/local/lib/node_modules/npm
Chads-Air-2:Desktop chad$ clear
Chads-Air-2:Desktop chad$ npm
Usage: npm <command>
where <command> is one of:
add-user, adduser, apihelp, author, bin, bugs, c, cache,
completion, config, ddp, dedupe, deprecate, docs, edit,
explore, faq, find, find-dupes, get, help, help-search,
home, i, info, init, install, isntall, issues, la, link,
list, ll, ln, login, ls, outdated, owner, pack, prefix,
prune, publish, r, rb, rebuild, remove, repo, restart, rm,
root, run-script, s, se, search, set, show, shrinkwrap,
star, stars, start, stop, submodule, t, tag, test, tst, un,
uninstall, unlink, unpublish, unstar, up, update, v,
version, view, whoami
npm <cmd> -h quick help on <cmd>
npm -l display full usage info
npm faq commonly asked questions
npm help <term> search for help on <term>
npm help npm involved overview
Specify configs in the ini-formatted file:
/Users/chad/.npmrc
or on the command line via: npm <command> --key value
Config info can be viewed via: npm help config
npm@1.4.28 /usr/local/lib/node_modules/npm
Chads-Air-2:Desktop chad$


https://www.npmjs.org/package/jquery
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API
BLOG
NODE.JS
JOBS
WHO'S HIRING
NUTANIX
+ 13 MORE...
npm Enterprise
Try the on-premises solution for private npm.
Search Packages
Create Account | Login
jquery
JavaScript library for DOM operations
$ npm install jquery
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24 171 downloads in the last week
101 521 downloads in the last month
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scott.gonzalez
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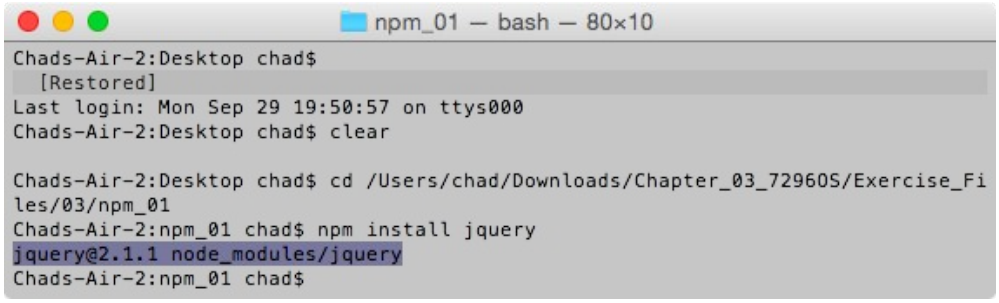
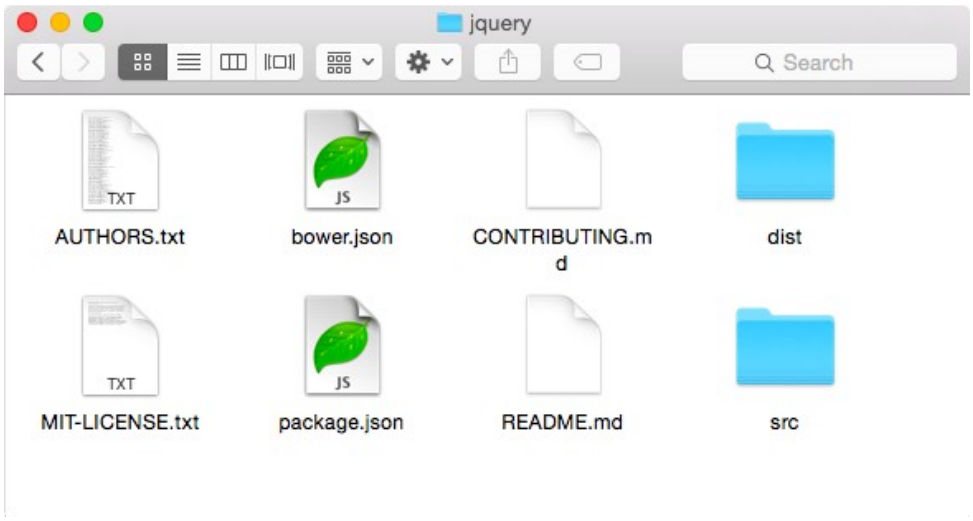
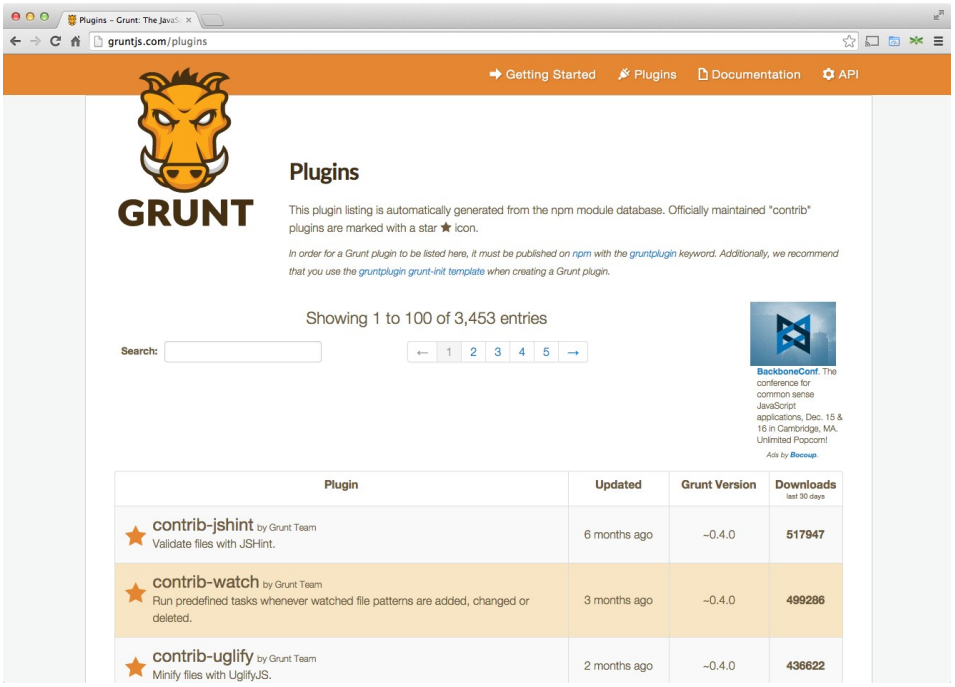
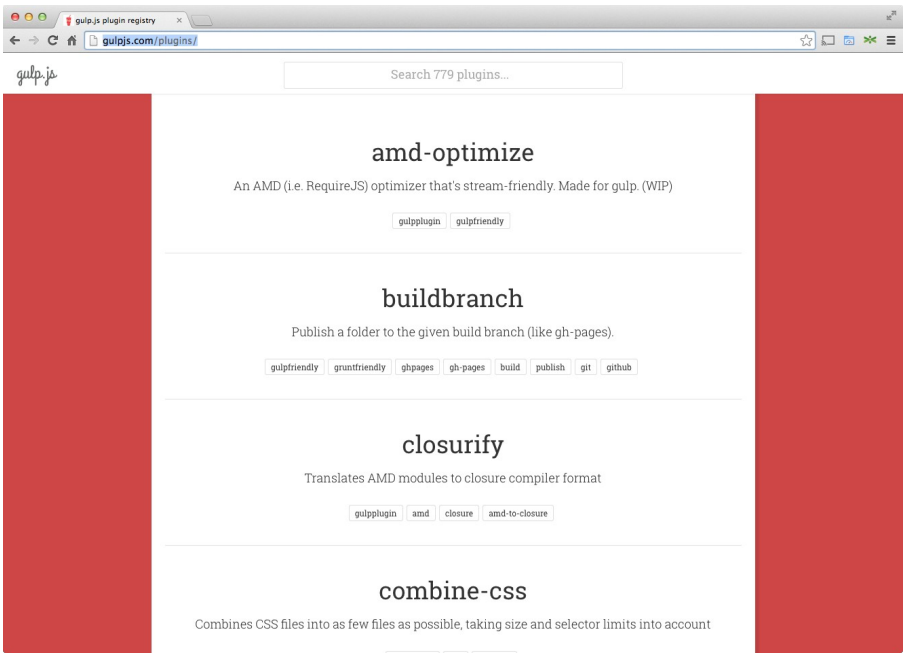
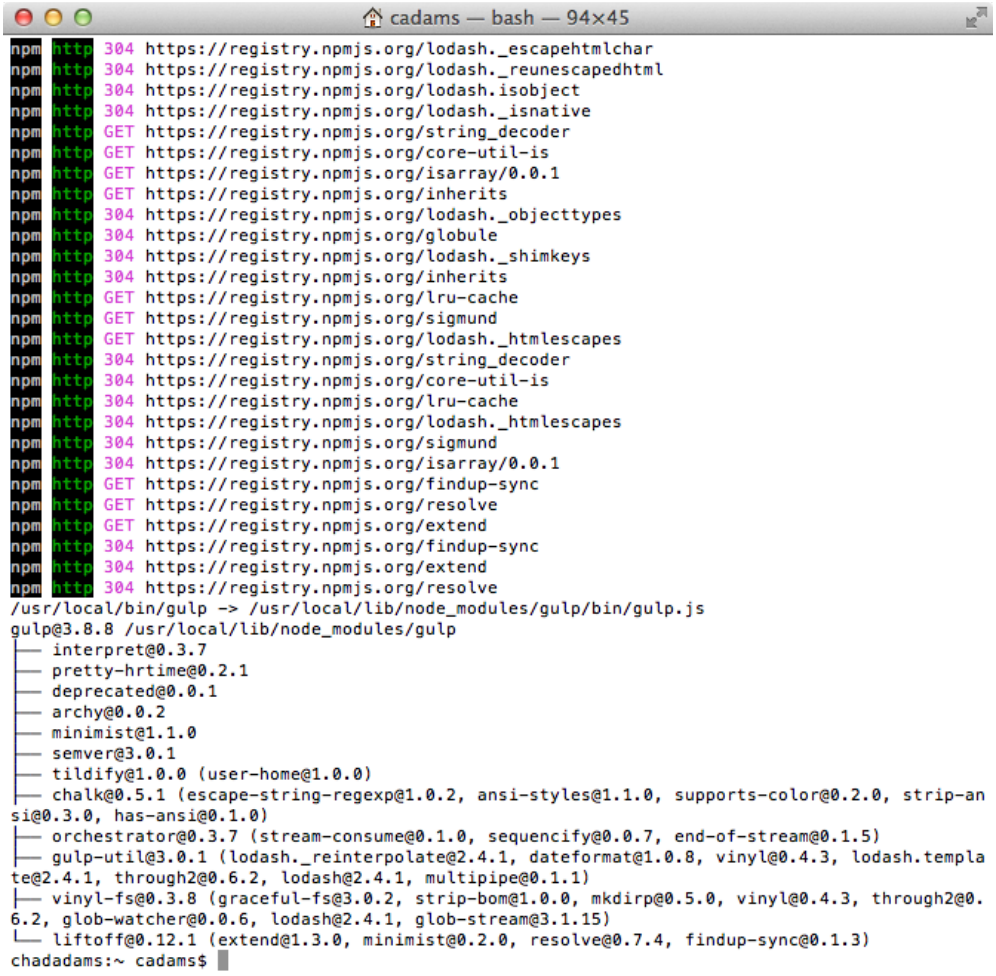
timmywil
Version 2.1.1 last updated 5 months ago

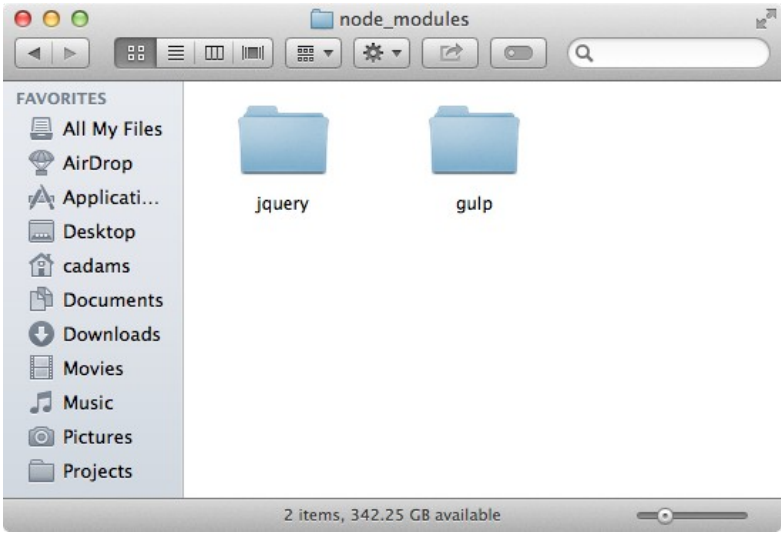

npm_01 — bash — 80×10
Chads-Air-2:Desktop chad$
[Restored]
Last login: Mon Sep 29 19:50:57 on ttys000
Chads-Air-2:Desktop chad$ clear
Chads-Air-2:Desktop chad$ cd /Users/chad/Downloads/Chapter_03_72960S/Exercise_Files/03/npm_01
Chads-Air-2:npm_01 chad$ npm install jquery
jquery@2.1.1 node_modules/jquery
Chads-Air-2:npm_01 chad$


jquery
Search
AUTHORS.txt
bower.json
CONTRIBUTING.md
dist
MIT-LICENSE.txt
package.json
README.md
src


gruntjs.com/plugins
Getting Started
Plugins
Documentation
API
GRUNT
Plugins
This plugin listing is automatically generated from the npm module database. Officially maintained "contrib" plugins are marked with a star ★ icon.
In order for a Grunt plugin to be listed here, it must be published on npm with the gruntplugin keyword. Additionally, we recommend that you use the gruntplugin grunt-init template when creating a Grunt plugin.
Showing 1 to 100 of 3,453 entries
Search:
1 2 3 4 5
BackboneConf. The conference for common sense JavaScript applications, Dec. 15 & 16 in Cambridge, MA. Unlimited Popcorn!
Ads by Bocoup.
Plugin
Updated
Grunt Version
Downloads
last 30 days
contrib-jshint by Grunt Team
Validate files with JSHint.
6 months ago
~0.4.0
517947
contrib-watch by Grunt Team
Run predefined tasks whenever watched file patterns are added, changed or deleted.
3 months ago
~0.4.0
499286
contrib-uglify by Grunt Team
Minify files with UglifyJS.
2 months ago
~0.4.0
436622


gulp.js plugin registry
gulpjs.com/plugins/
gulp.js
Search 779 plugins...
amd-optimize
An AMD (i.e. RequireJS) optimizer that's stream-friendly. Made for gulp. (WIP)
gulpplugin
gulpfriendly
buildbranch
Publish a folder to the given build branch (like gh-pages).
gulpfriendly
gruntfriendly
ghpages
gh-pages
build
publish
git
github
closurify
Translates AMD modules to closure compiler format
gulpplugin
amd
closure
amd-to-closure
combine-css
Combines CSS files into as few files as possible, taking size and selector limits into account


cadams — bash — 94×45
npm http 304 https://registry.npmjs.org/lodash._escapehtmlchar
npm http 304 https://registry.npmjs.org/lodash._reunescapedhtml
npm http 304 https://registry.npmjs.org/lodash.isobject
npm http 304 https://registry.npmjs.org/lodash._isnative
npm http GET https://registry.npmjs.org/string_decoder
npm http GET https://registry.npmjs.org/core-util-is
npm http GET https://registry.npmjs.org/isarray/0.0.1
npm http GET https://registry.npmjs.org/inherits
npm http 304 https://registry.npmjs.org/lodash._objecttypes
npm http 304 https://registry.npmjs.org/globule
npm http 304 https://registry.npmjs.org/lodash._shimkeys
npm http 304 https://registry.npmjs.org/inherits
npm http GET https://registry.npmjs.org/lru-cache
npm http GET https://registry.npmjs.org/sigmund
npm http GET https://registry.npmjs.org/lodash._htmlescapes
npm http 304 https://registry.npmjs.org/string_decoder
npm http 304 https://registry.npmjs.org/core-util-is
npm http 304 https://registry.npmjs.org/lru-cache
npm http 304 https://registry.npmjs.org/lodash._htmlescapes
npm http 304 https://registry.npmjs.org/sigmund
npm http 304 https://registry.npmjs.org/isarray/0.0.1
npm http GET https://registry.npmjs.org/findup-sync
npm http GET https://registry.npmjs.org/resolve
npm http GET https://registry.npmjs.org/extend
npm http 304 https://registry.npmjs.org/findup-sync
npm http 304 https://registry.npmjs.org/extend
npm http 304 https://registry.npmjs.org/resolve
/usr/local/bin/gulp -> /usr/local/lib/node_modules/gulp/bin/gulp.js
gulp@3.8.8 /usr/local/lib/node_modules/gulp
├── interpret@0.3.7
├── pretty-hrtime@0.2.1
├── deprecated@0.0.1
├── archy@0.0.2
├── minimist@1.1.0
├── semver@3.0.1
├── tildify@1.0.0 (user-home@1.0.0)
├── chalk@0.5.1 (escape-string-regexp@1.0.2, ansi-styles@1.1.0, supports-color@0.2.0, strip-ansi@0.3.0, has-ansi@0.1.0)
├── orchestrator@0.3.7 (stream-consume@0.1.0, sequencify@0.0.7, end-of-stream@0.1.5)
├── gulp-util@3.0.1 (lodash._reinterpolate@2.4.1, dateformat@1.0.8, vinyl@0.4.3, lodash.template@2.4.1, through2@0.6.2, lodash@2.4.1, multipipe@0.1.1)
├── vinyl-fs@0.3.8 (graceful-fs@3.0.2, strip-bom@1.0.0, mkdirp@0.5.0, vinyl@0.4.3, through2@0.6.2, glob-watcher@0.0.6, lodash@2.4.1, glob-stream@3.1.15)
└── liftoff@0.12.1 (extend@1.3.0, minimist@0.2.0, resolve@0.7.4, findup-sync@0.1.3)
chadadams:~ cadams$


node_modules
FAVORITES
All My Files
AirDrop
Applicati...
Desktop
cadams
Documents
Downloads
Movies
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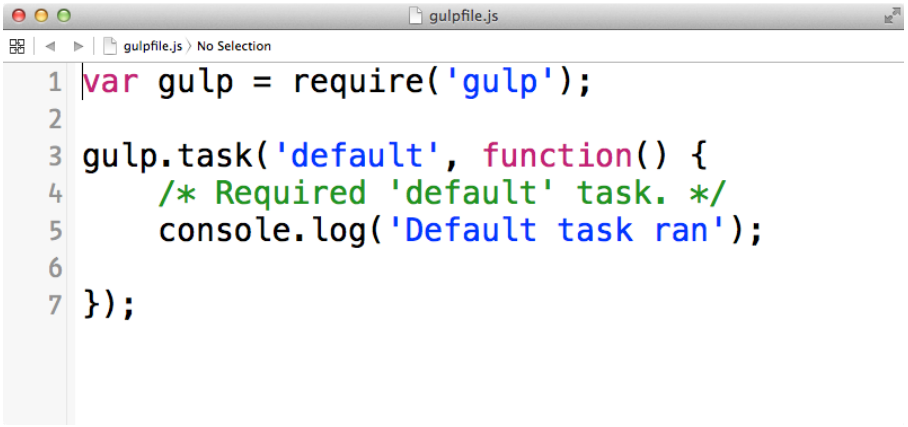
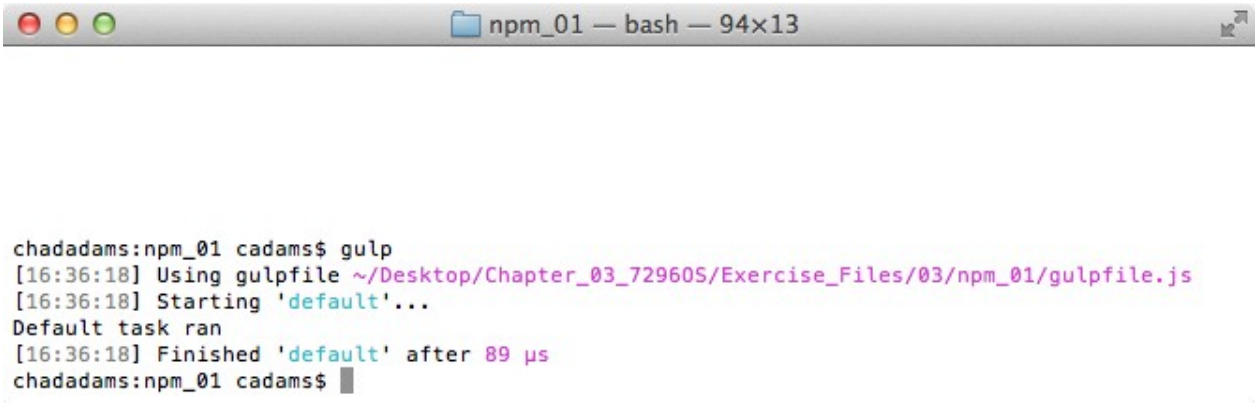
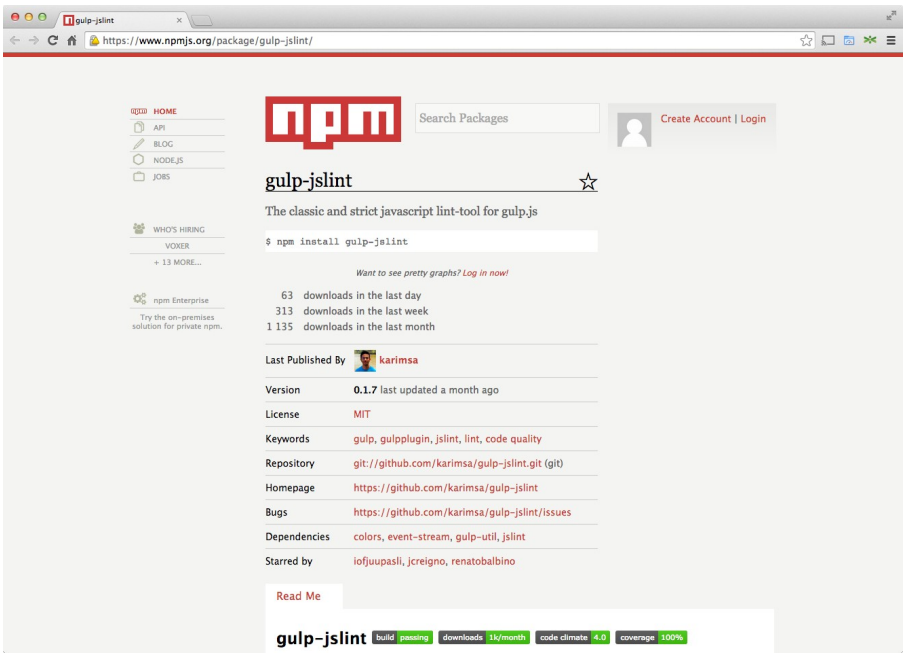
Pictures
Projects
jquery
gulp
2 items, 342.25 GB available


gulpfile.js
gulpfile.js 〉 No Selection
1 var gulp = require('gulp');
2
3 gulp.task('default', function() {
4 /* Required 'default' task. */
5 console.log('Default task ran');
6
7 });


npm_01 — bash — 94×13
chadadams:npm_01 cadams$ gulp
[16:36:18] Using gulpfile ~/Desktop/Chapter_03_72960S/Exercise_Files/03/npm_01/gulpfile.js
[16:36:18] Starting 'default'...
Default task ran
[16:36:18] Finished 'default' after 89 µs
chadadams:npm_01 cadams$


gulp-jslint
https://www.npmjs.org/package/gulp-jslint/
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API
BLOG
NODE.JS
JOBS
WHO'S HIRING
VOXER
+ 13 MORE...
npm Enterprise
Try the on-premises solution for private npm.
npm
Search Packages
Create Account | Login
gulp-jslint
The classic and strict javascript lint-tool for gulp.js
$ npm install gulp-jslint
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313 downloads in the last week
1 135 downloads in the last month
Last Published By karimsa
Version 0.1.7 last updated a month ago
License MIT
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Repository git://github.com/karimsa/gulp-jslint.git (git)
Homepage https://github.com/karimsa/gulp-jslint
Bugs https://github.com/karimsa/gulp-jslint/issues
Dependencies colors, event-stream, gulp-util, jslint
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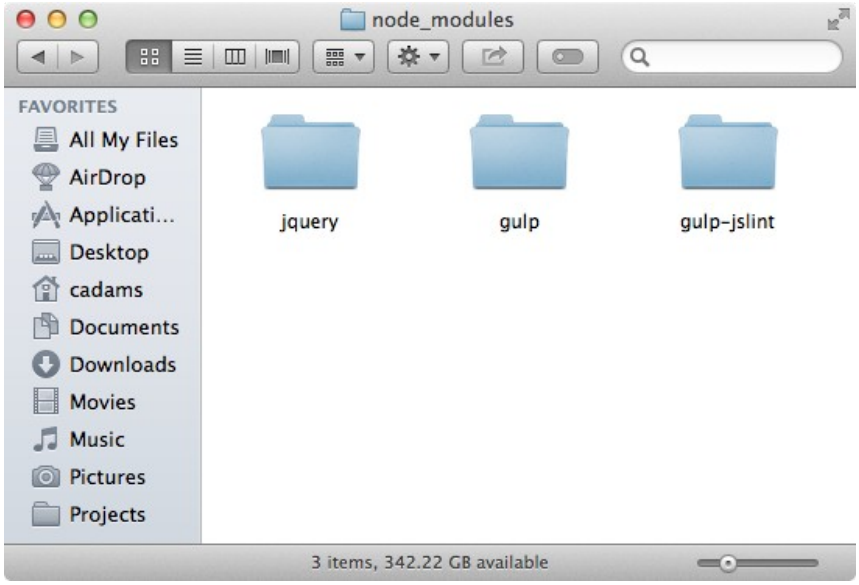

node_modules
FAVORITES
All My Files
AirDrop
Applicati...
Desktop
cadams
Documents
Downloads
Movies
Music
Pictures
Projects
jquery
gulp
gulp-jslint
3 items, 342.22 GB available

ExampleScript.js

ExampleScript.js › No Selection

```
/**
 * Chapter 3 - ExampleScript.js
 * Understanding JavaScript build systems
 */


/**
  * Toddler Class
  */
console.time('test time');
function Toddler(FirstName) {
    this.ToddlerName = FirstName;
    this.says = this.ToddlerName + " says, ";
}

/** Function to log a Toddler crying */
Toddler.prototype.cry = function () {
    console.log(this.says + "WAHHH!")
}

/** Function to log a Toddler crying */
Toddler.prototype.giggle = function () {
    console.log(this.says + "Hehehe!")
}

var Leo = new Toddler('Leo');

Leo.cry();
Leo.giggle();

console.timeEnd('test time');
```

gulpfile.js

gulpfile.js 〉 No Selection

```
var gulp = require('gulp');
var jslint = require('gulp-jslint');


gulp.task('jslint', function() {
          return gulp.src(['./src/*.js'])
          .pipe(jslint({
                        /** Set JSLint options */
                        browser: true,
                        todo: true,
                        devel: true,
                        white: true,
                        reporter: 'default',
                        errorsOnly: false
                        }))
          .on('error', function (error) {
              console.error(String(error));
              });
          });

/* Required 'default' task with array of tasks. */
gulp.task('default', ['jslint'], function() {

});
```

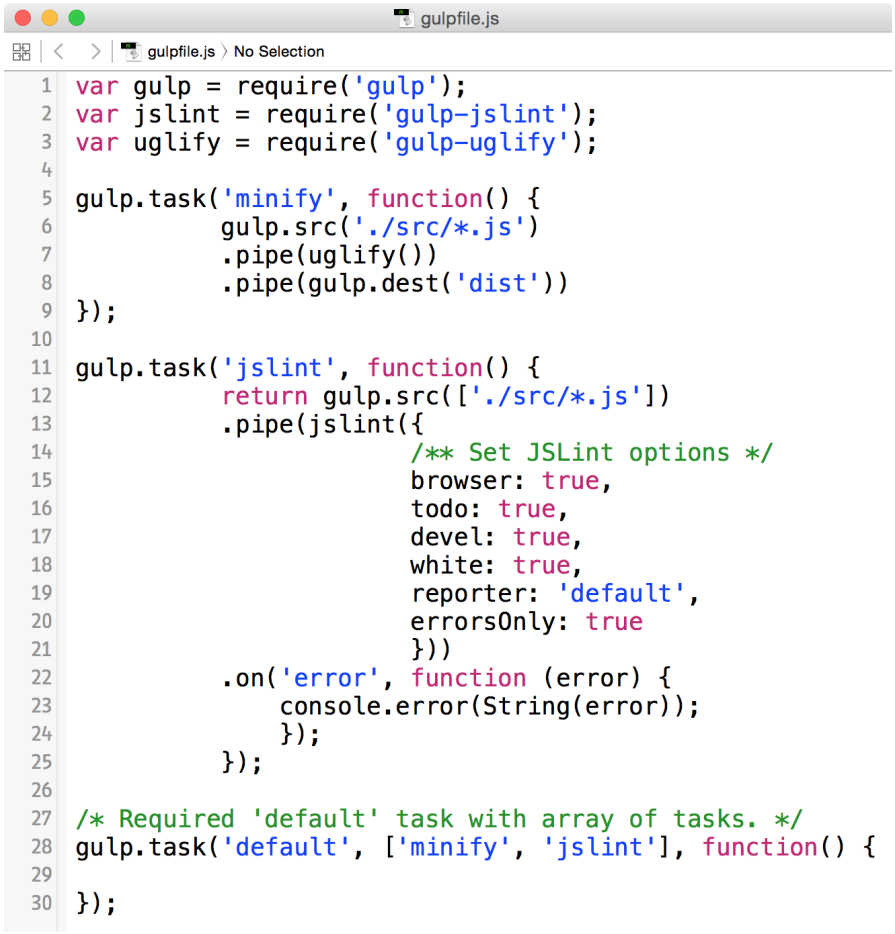
gulpfile.js

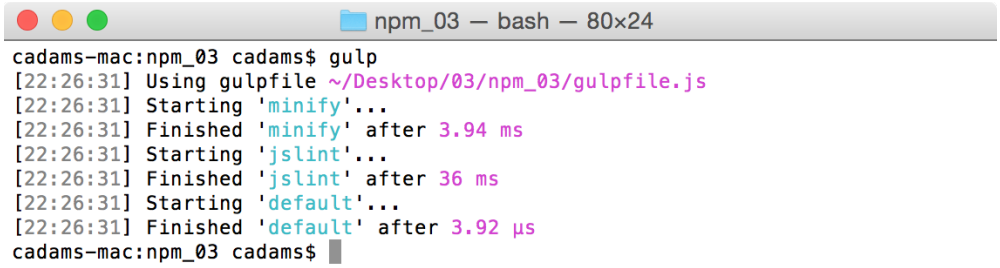
gulpfile.js › No Selection

```
1  var gulp = require('gulp');
2  var jslint = require('gulp-jslint');
3
4
5  gulp.task('jslint', function() {
6            return gulp.src(['./src/*.js'])
7            .pipe(jslint({
8                        /** Set JSLint options */
9                        browser: true,
10                       todo: true,
11                       devel: true,
12                       white: true,
13                       reporter: 'default',
14                       errorsOnly: false
15                       }))
16           .on('error', function (error) {
17               console.error(String(error));
18               });
19           });
20
21 /* Required 'default' task with array of tasks. */
22 gulp.task('default', ['jslint'], function() {
23
24 });
```

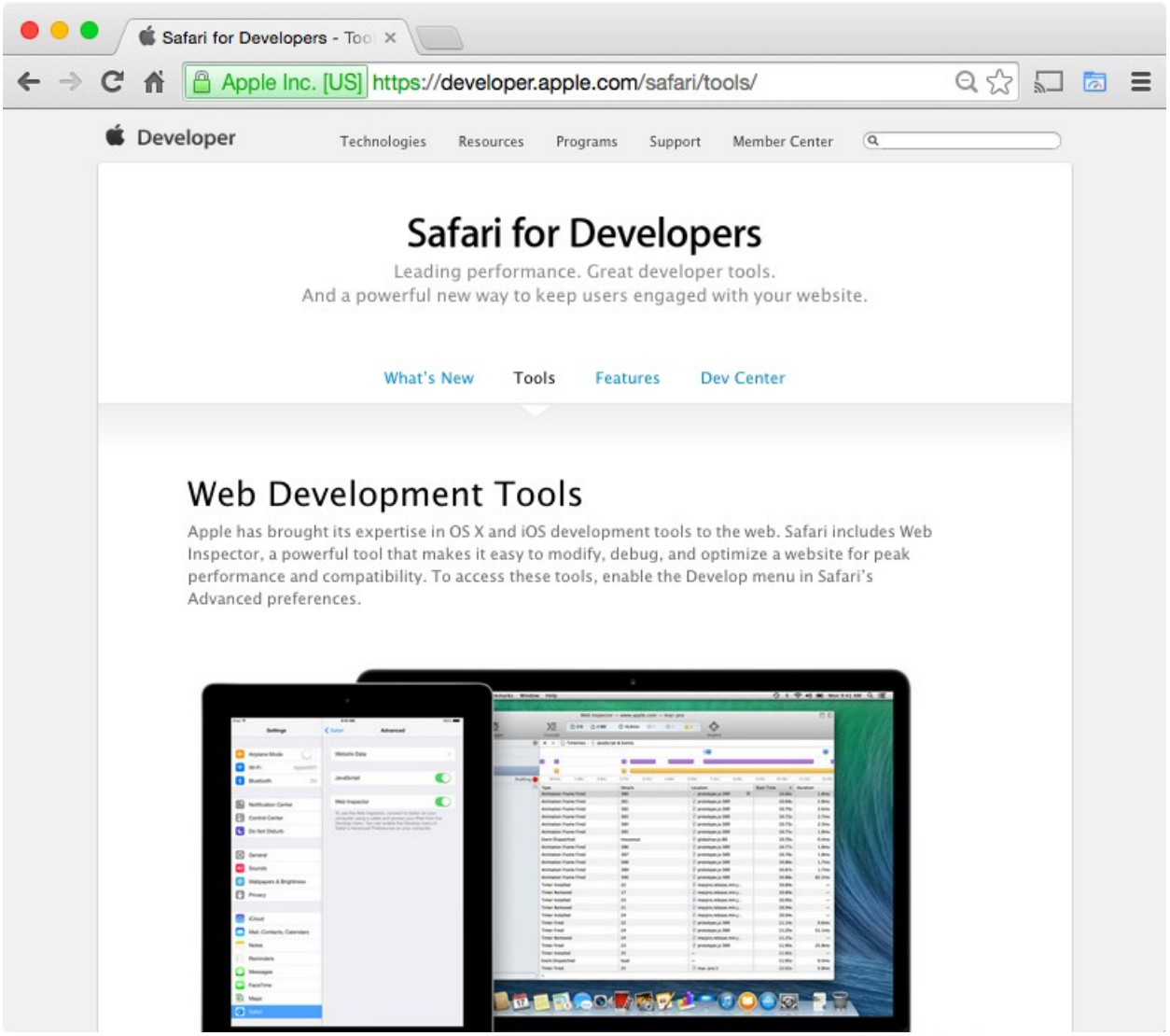
npm_02 — bash — 80×24

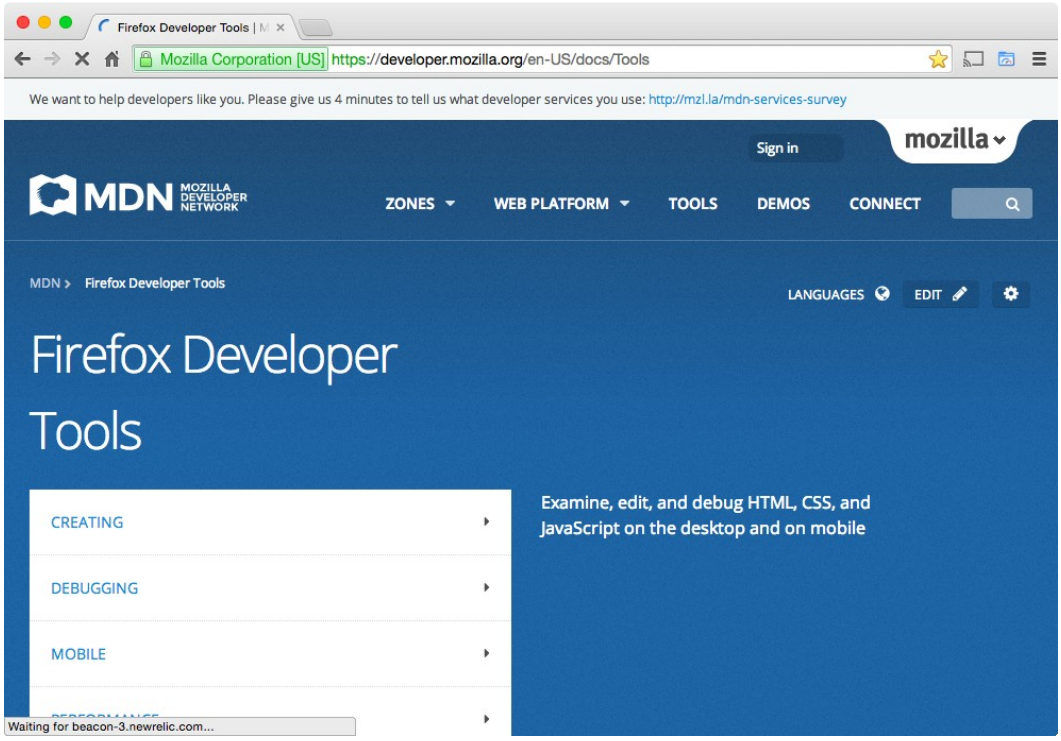
```
chads-imac:npm_02 chadadams$ gulp
[23:26:11] Using gulpfile ~/Desktop/Chapter_03_72960S/Exercise_Files/03/npm_02/g
ulpfile.js
[23:26:11] Starting 'jslint'...
[23:26:11]        src/ExampleScript.js
           12:2: Missing 'use strict' statement.
           18:5: Missing 'use strict' statement.
           18:38: Expected ';' and instead saw '}'.
           22:1: Unexpected 'Toddler'.
           22:1: Stopping. (70% scanned).
Error in plugin 'gulp-jslint'
Message:
    failed to lint /Users/chadadams/Desktop/Chapter_03_72960S/Exercise_Files/03/
npm_02/src/ExampleScript.js
[23:26:11] 'jslint' errored after 28 ms
[23:26:11] Error in plugin 'gulp-jslint'
Message:
    failed to lint /Users/chadadams/Desktop/Chapter_03_72960S/Exercise_Files/03/
npm_02/src/ExampleScript.js
chads-imac:npm_02 chadadams$
```

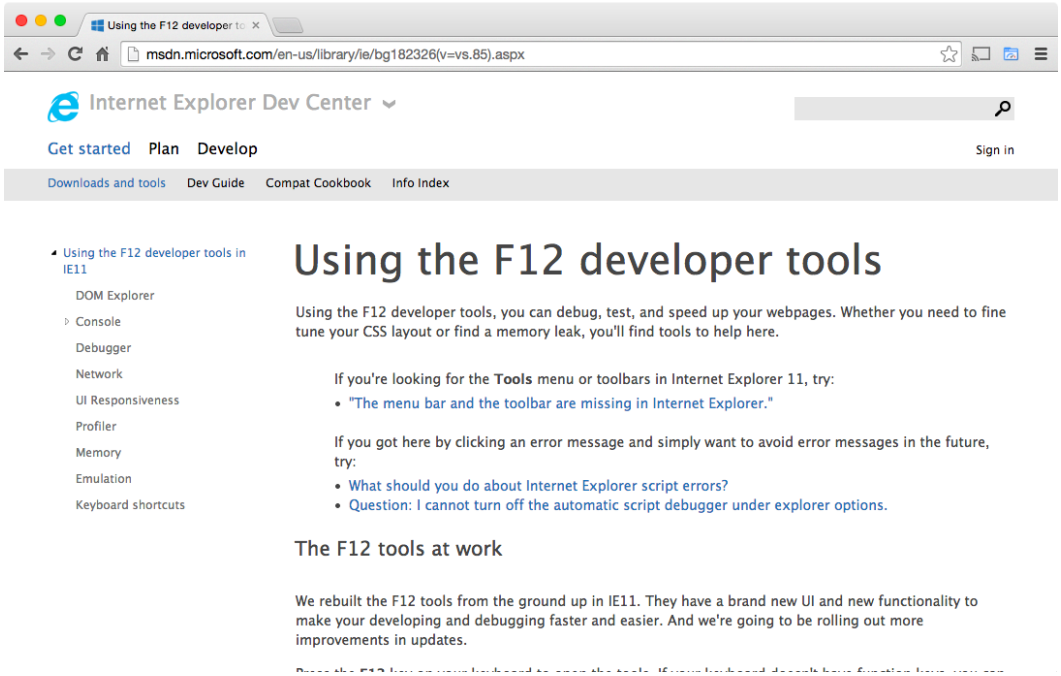

gulpfile.js
gulpfile.js 〉 No Selection
1 var gulp = require('gulp');
2 var jslint = require('gulp-jslint');
3 var uglify = require('gulp-uglify');
4
5 gulp.task('minify', function() {
6 gulp.src('./src/*.js')
7 .pipe(uglify())
8 .pipe(gulp.dest('dist'))
9 });
10
11 gulp.task('jslint', function() {
12 return gulp.src(['./src/*.js'])
13 .pipe(jslint({
14 /** Set JSLint options */
15 browser: true,
16 todo: true,
17 devel: true,
18 white: true,
19 reporter: 'default',
20 errorsOnly: true
21 }))
22 .on('error', function (error) {
23 console.error(String(error));
24 });
25 });
26
27 /* Required 'default' task with array of tasks. */
28 gulp.task('default', ['minify', 'jslint'], function() {
29
30 });

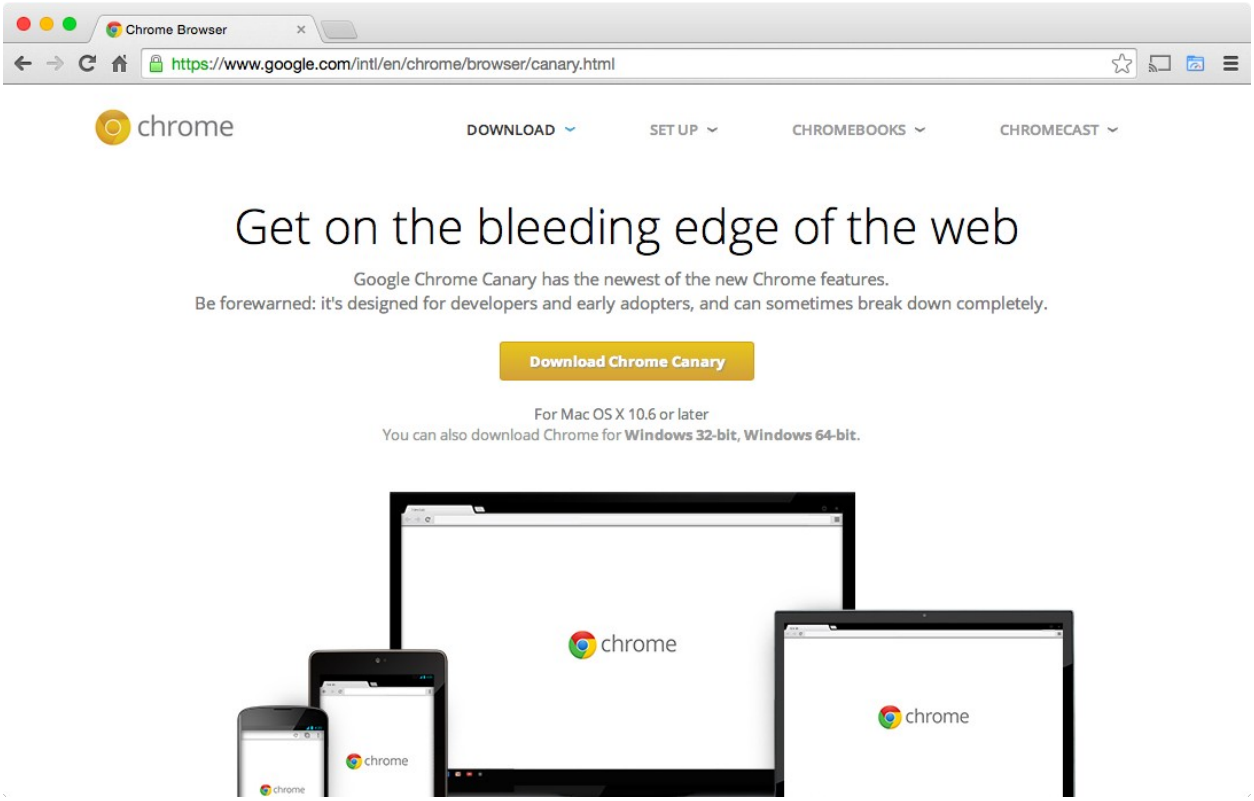

npm_03 — bash — 80×24
cadams-mac:npm_03 cadams$ gulp
[22:26:31] Using gulpfile ~/Desktop/03/npm_03/gulpfile.js
[22:26:31] Starting 'minify'...
[22:26:31] Finished 'minify' after 3.94 ms
[22:26:31] Starting 'jslint'...
[22:26:31] Finished 'jslint' after 36 ms
[22:26:31] Starting 'default'...
[22:26:31] Finished 'default' after 3.92 µs
cadams-mac:npm_03 cadams$

Chapter 4


Safari for Developers - Too
Apple Inc. [US] https://developer.apple.com/safari/tools/
Developer
Technologies
Resources
Programs
Support
Member Center
Safari for Developers
Leading performance. Great developer tools.
And a powerful new way to keep users engaged with your website.
What's New
Tools
Features
Dev Center
Web Development Tools
Apple has brought its expertise in OS X and iOS development tools to the web. Safari includes Web Inspector, a powerful tool that makes it easy to modify, debug, and optimize a website for peak performance and compatibility. To access these tools, enable the Develop menu in Safari's Advanced preferences.


Firefox Developer Tools | M
Mozilla Corporation [US] https://developer.mozilla.org/en-US/docs/Tools
We want to help developers like you. Please give us 4 minutes to tell us what developer services you use: http://mzl.la/mdn-services-survey
Sign in
mozilla
MDN MOZILLA DEVELOPER NETWORK
ZONES
WEB PLATFORM
TOOLS
DEMOS
CONNECT
MDN > Firefox Developer Tools
LANGUAGES
EDIT
Firefox Developer Tools
CREATING
DEBUGGING
MOBILE
Examine, edit, and debug HTML, CSS, and JavaScript on the desktop and on mobile
Waiting for beacon-3.newrelic.com...


Using the F12 developer to
msdn.microsoft.com/en-us/library/ie/bg182326(v=vs.85).aspx
Internet Explorer Dev Center
Get started
Plan
Develop
Sign in
Downloads and tools
Dev Guide
Compat Cookbook
Info Index
Using the F12 developer tools in IE11
DOM Explorer
Console
Debugger
Network
UI Responsiveness
Profiler
Memory
Emulation
Keyboard shortcuts
Using the F12 developer tools
Using the F12 developer tools, you can debug, test, and speed up your webpages. Whether you need to fine tune your CSS layout or find a memory leak, you'll find tools to help here.
If you're looking for the Tools menu or toolbars in Internet Explorer 11, try:
"The menu bar and the toolbar are missing in Internet Explorer."
If you got here by clicking an error message and simply want to avoid error messages in the future, try:
What should you do about Internet Explorer script errors?
Question: I cannot turn off the automatic script debugger under explorer options.
The F12 tools at work
We rebuilt the F12 tools from the ground up in IE11. They have a brand new UI and new functionality to make your developing and debugging faster and easier. And we're going to be rolling out more improvements in updates.


Chrome Browser
https://www.google.com/intl/en/chrome/browser/canary.html
chrome
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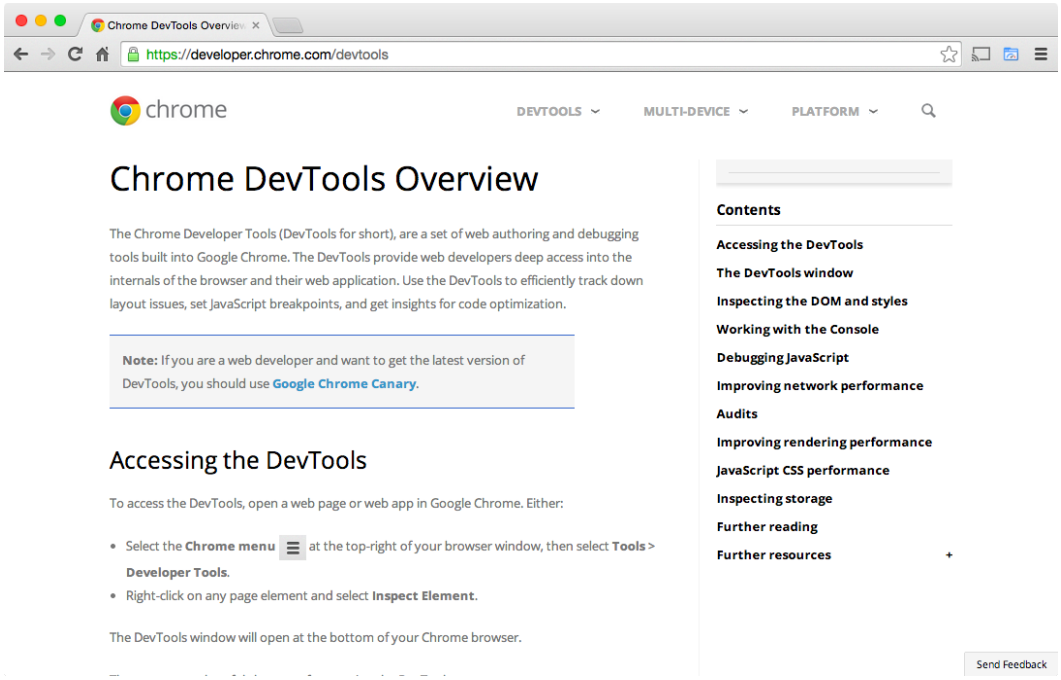
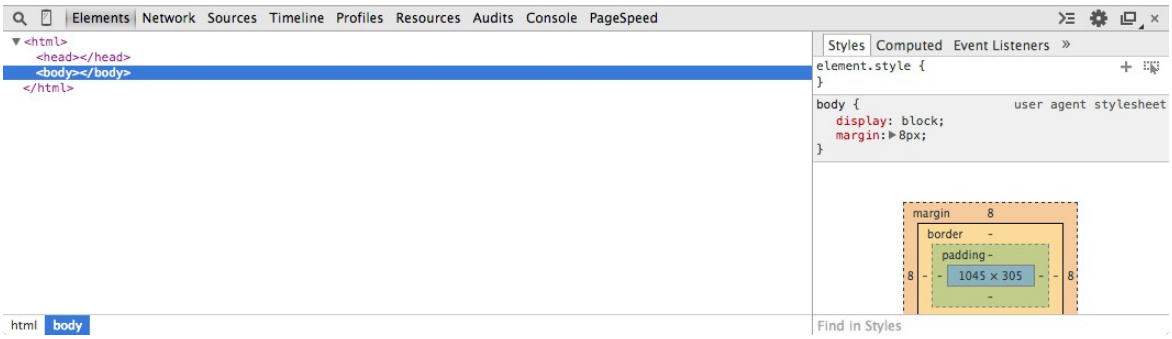
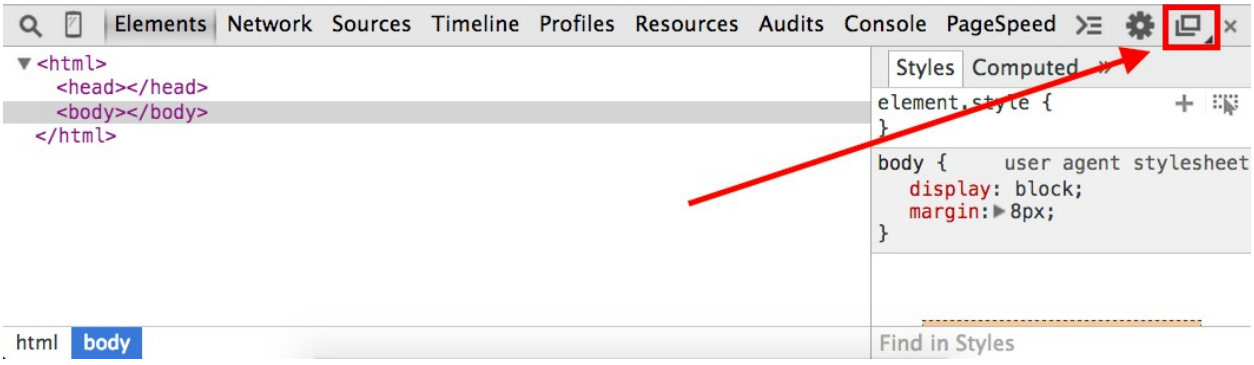
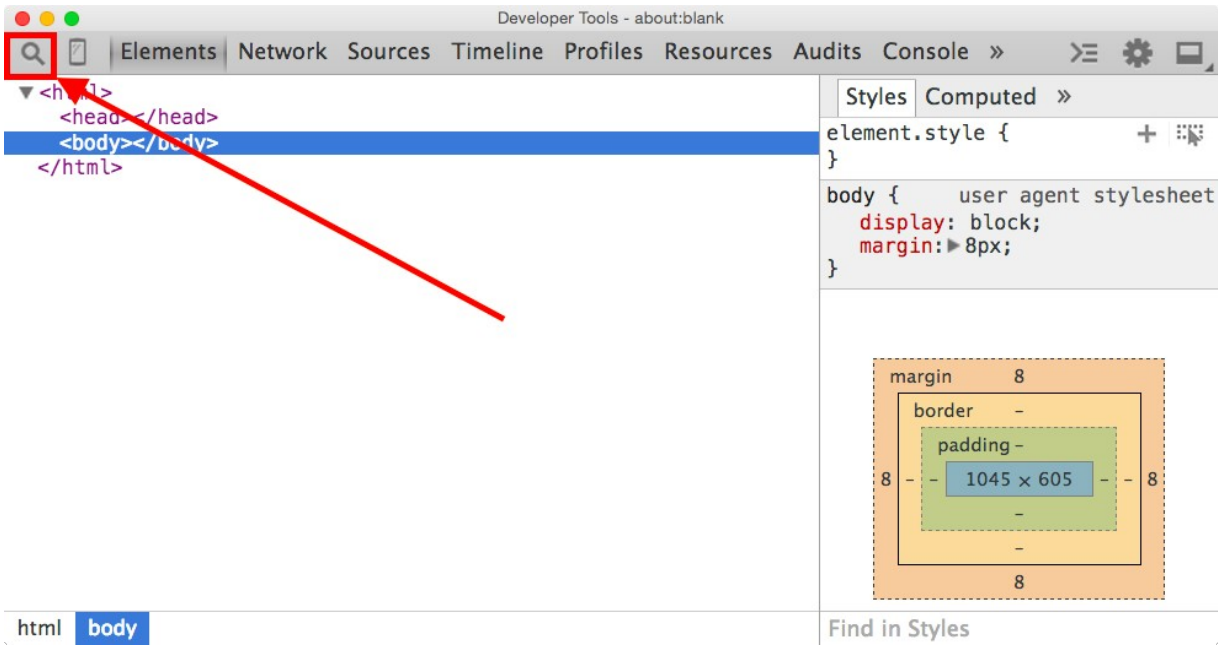
CHROMECAST
Get on the bleeding edge of the web
Google Chrome Canary has the newest of the new Chrome features.
Be forewarned: it's designed for developers and early adopters, and can sometimes break down completely.
Download Chrome Canary
For Mac OS X 10.6 or later
You can also download Chrome for Windows 32-bit, Windows 64-bit.
chrome
chrome
chrome

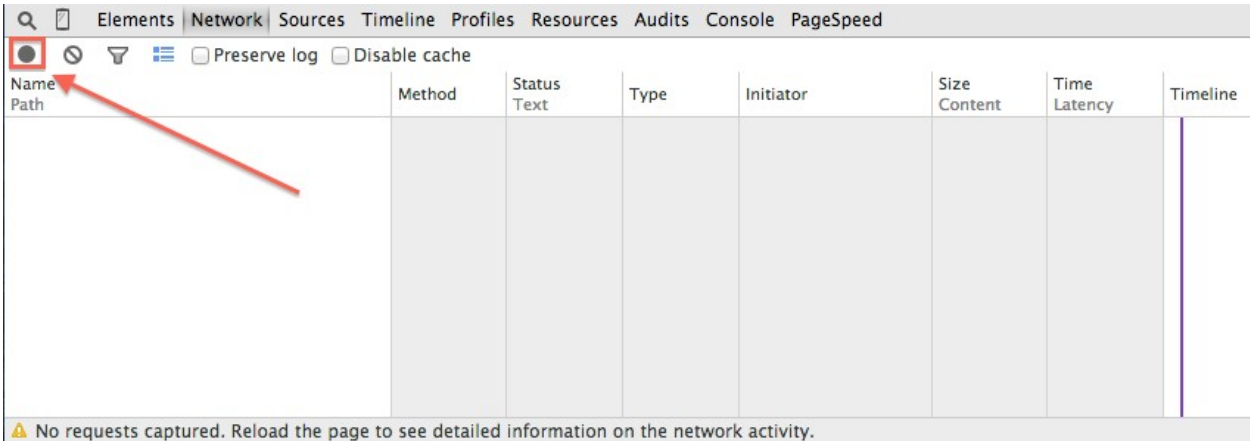

Chrome DevTools Overview
https://developer.chrome.com/devtools
chrome
DEVTOOLS
MULTI-DEVICE
PLATFORM
Chrome DevTools Overview
The Chrome Developer Tools (DevTools for short), are a set of web authoring and debugging tools built into Google Chrome. The DevTools provide web developers deep access into the internals of the browser and their web application. Use the DevTools to efficiently track down layout issues, set JavaScript breakpoints, and get insights for code optimization.
Note: If you are a web developer and want to get the latest version of DevTools, you should use Google Chrome Canary.
Accessing the DevTools
To access the DevTools, open a web page or web app in Google Chrome. Either:
Select the Chrome menu at the top-right of your browser window, then select Tools > Developer Tools.
Right-click on any page element and select Inspect Element.
The DevTools window will open at the bottom of your Chrome browser.
Contents
Accessing the DevTools
The DevTools window
Inspecting the DOM and styles
Working with the Console
Debugging JavaScript
Improving network performance
Audits
Improving rendering performance
JavaScript CSS performance
Inspecting storage
Further reading
Further resources
Send Feedback

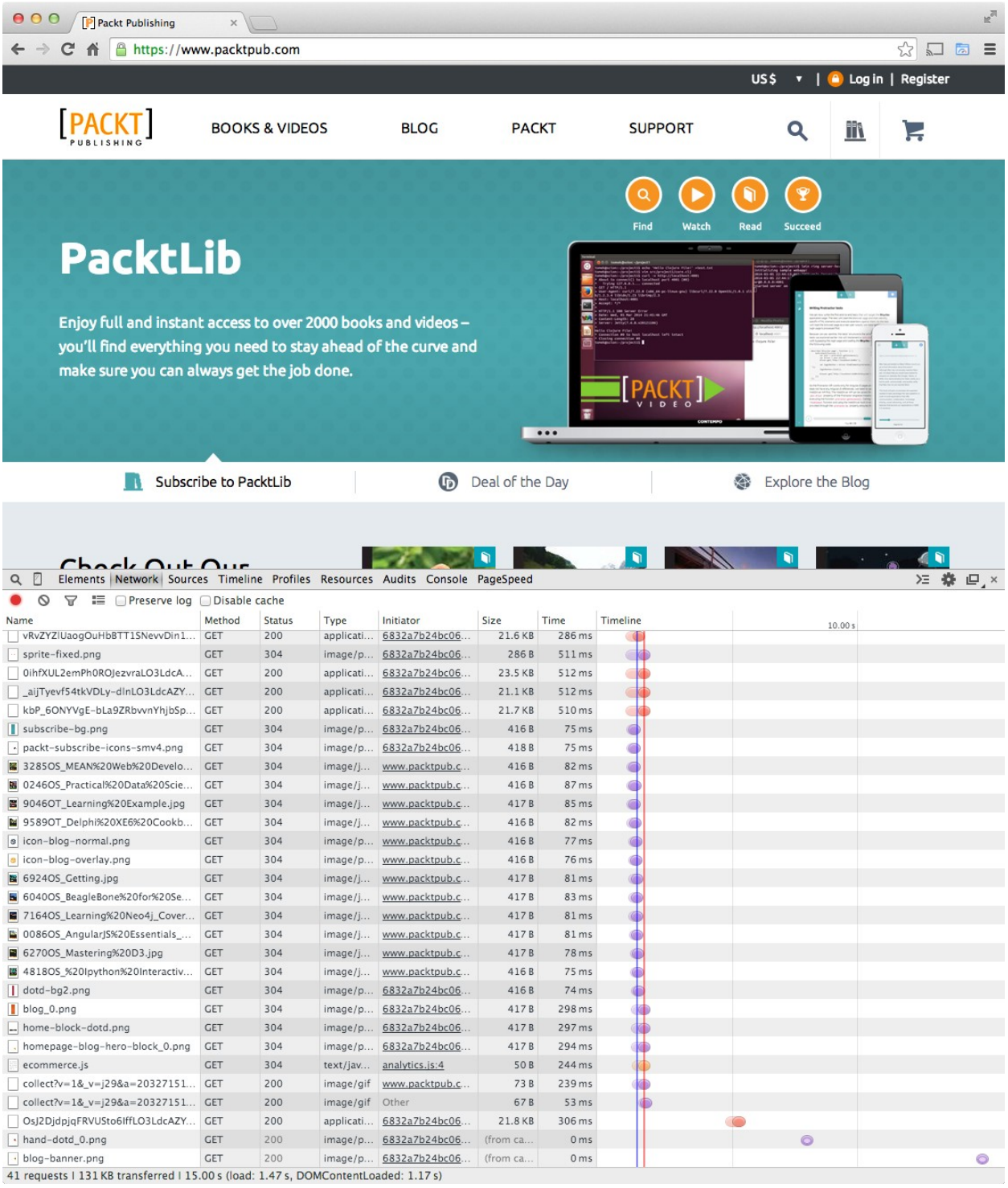

about:blank
about:blank


Elements Network Sources Timeline Profiles Resources Audits Console PageSpeed
<html>
<head></head>
<body></body>
</html>
Styles Computed Event Listeners
element.style {
}
body { user agent stylesheet
display: block;
margin: 8px;
}
margin 8
border -
padding -
8 1045 × 305 8
html body
Find in Styles


Elements Network Sources Timeline Profiles Resources Audits Console PageSpeed
<html>
<head></head>
<body></body>
</html>
Styles Computed
element.style {
}
body { user agent stylesheet
display: block;
margin: 8px;
}
html body
Find in Styles


Developer Tools - about:blank
Elements
Network
Sources
Timeline
Profiles
Resources
Audits
Console
<html>
<head></head>
<body></body>
</html>
Styles
Computed
element.style {
}
body { user agent stylesheet
display: block;
margin: 8px;
}
margin 8
border -
padding -
8
1045 × 605
8
html
body
Find in Styles


Elements
Network
Sources
Timeline
Profiles
Resources
Audits
Console
PageSpeed
Preserve log
Disable cache
Name
Path
Method
Status
Text
Type
Initiator
Size
Content
Time
Latency
Timeline
No requests captured. Reload the page to see detailed information on the network activity.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Elements | Network | Sources | Timeline | Profiles | Resources | Audits | Console | PageSpeed
Preserve log
Disable cache
Name | Method | Status | Type | Initiator | Size | Time | Timeline
41 requests | 131 KB transferred | 15.00 s (load: 1.47 s, DOMContentLoaded: 1.17 s)


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Disable cache
Name
Headers Preview Response
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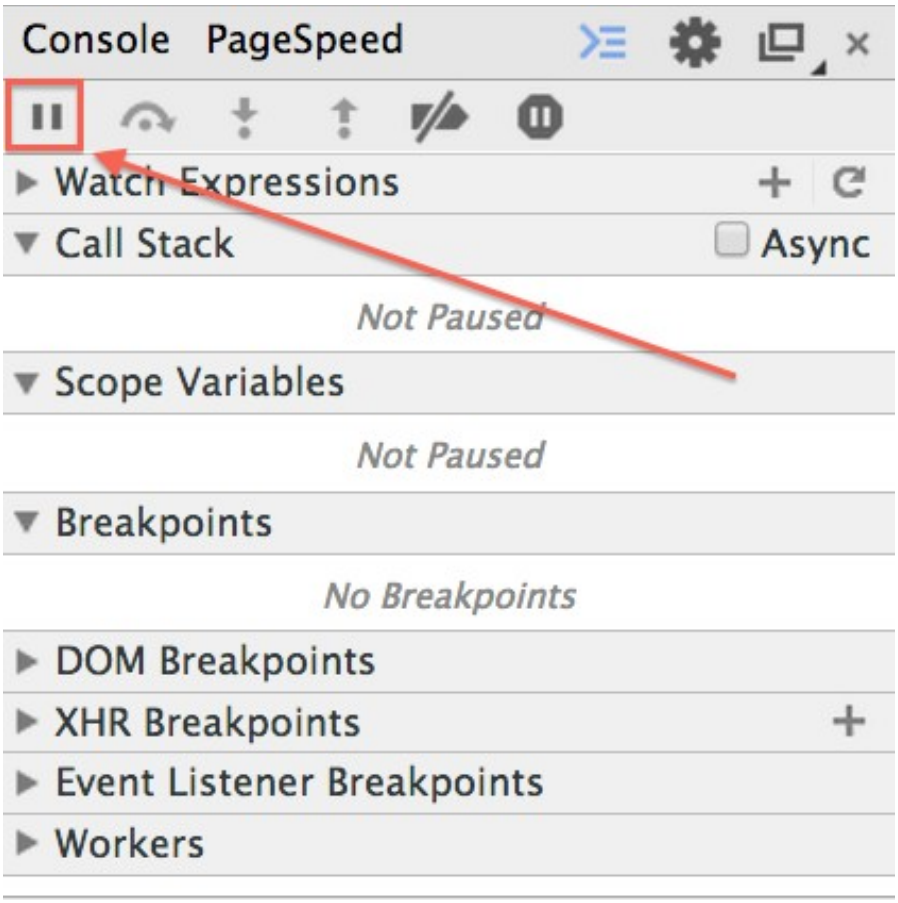
ubuntu.css
0ba280bc94594c9c84716f...
6e295a6eb8f64cef4e07d9...
6832a7b24bc06775d02b7...
7347OT_cover.jpg
flappy-bird-melonjs.png
subscribe.png
subscribe-over_0.png
icon-dd-normal.png
icon-dd-overlay.png
analytics.js
vRvZYZlUaogOuHbBTT1SNe...
sprite-fixed.png
0ihfXUL2emPh0ROJezvraLO...
_aijTyevf54tkVDLy-dlnLO3...
kbP_6ONYVgE-bLa9ZRbvvn...
subscribe-bg.png
packt-subscribe-icons-sm...
3285OS_MEAN%20Web%20...
0246OS_Practical%20Data%...
9046OT_Learning%20Exam...
9589OT_Delphi%20XE6%20...
icon-blog-normal.png
icon-blog-overlay.png
6924OS_Getting.jpg
6040OS_BeagleBone%20for...
7164OS_Learning%20Neo4j...
0086OS_AngularJS%20Esse...
6270OS_Mastering%20D3.jpg
4818OS_%20Ipython%20Int...
dotd-bg2.png
blog_0.png
home-block-dotd.png
homepage-blog-hero-bloc...
ecommerce.js
collect?v=1&_v=j29&a=20...
collect?v=1&_v=j29&a=20...
OsJ2DjdpjqFRVUSto6IffLO3...
hand-dotd_0.png
blog-banner.png
41 requests | 131 KB transferre...
Remote Address: 54.230.138.164:443
Request URL: https://dgdsbygo8mp3h.cloudfront.net/sites/default/files/blog-banner.png
Request Method: GET
Status Code: 200 OK (from cache)
Request Headers view source
Accept: image/webp,*/*;q=0.8
Accept-Encoding: gzip,deflate,sdch
Accept-Language: en-US,en;q=0.8
Connection: keep-alive
Host: dgdsbygo8mp3h.cloudfront.net
Referer: https://www.packtpub.com/
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_9_5) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/37.0.2062.124 Safari/537.36
Response Headers view source
Accept-Ranges: bytes
Age: 554428
Cache-Control: public
Cache-Control: max-age=315360000
Connection: keep-alive
Content-Length: 69447
Content-Type: image/png
Date: Tue, 30 Sep 2014 13:00:13 GMT
ETag: "53dfd216-10f47"
Expires: Thu, 31 Dec 2037 23:55:55 GMT
Last-Modified: Mon, 04 Aug 2014 18:33:58 GMT
Server: nginx/1.4.5
Via: 1.1 107edf28374a08a9e88792cfd1fdd16b.cloudfront.net (CloudFront)
X-Amz-Cf-Id: EfwSjePBp0wyQwzDk5jdhIShG00JSIH0P4Nmb7rzdSivu0oF1Q1_-Q==
X-Cache: Hit from cloudfront



index

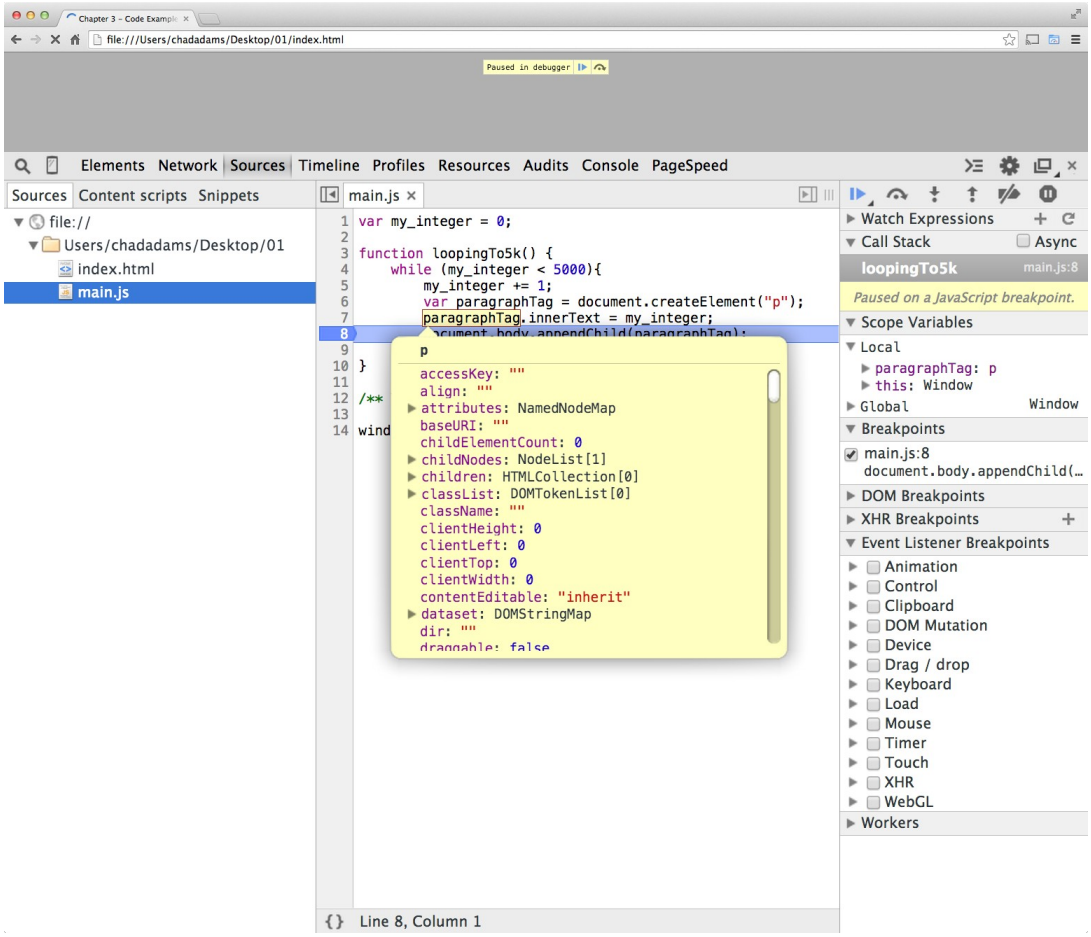
index.html <html>

```
1  <!DOCTYPE HTML>
2  <html>
3  <head>
4     <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
5     <title>Chapter 3 - Code Example 01</title>
6     <style type="text/css">
7        body {
8           font-family: sans-serif;
9           font-size: 2em;
10       }
11    </style>
12 </head>
13 <body>
14
15
16 <script src="main.js"></script>
17 </body>
18 </html>
```

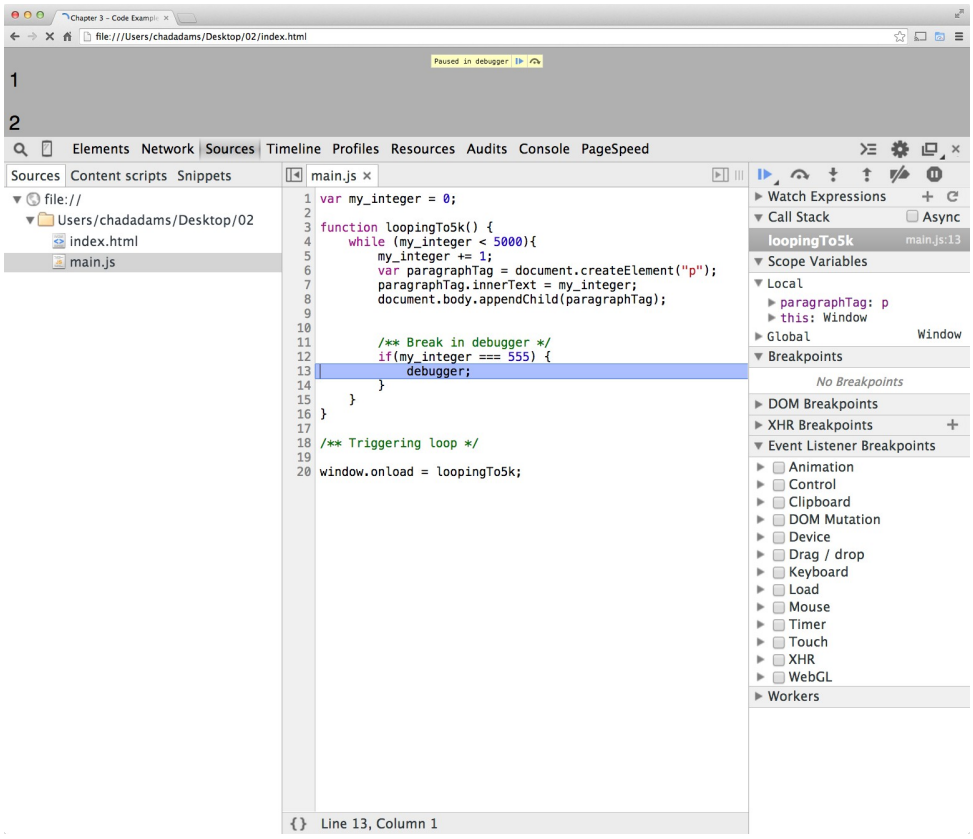
main

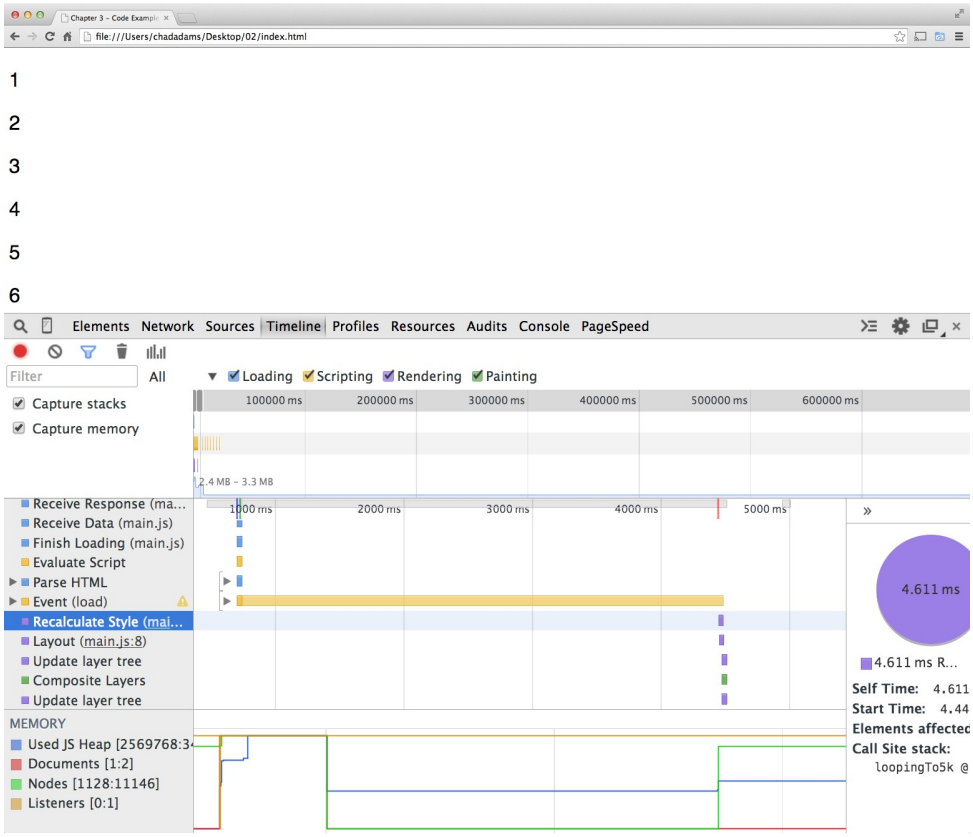
main.js 〉 No Selection

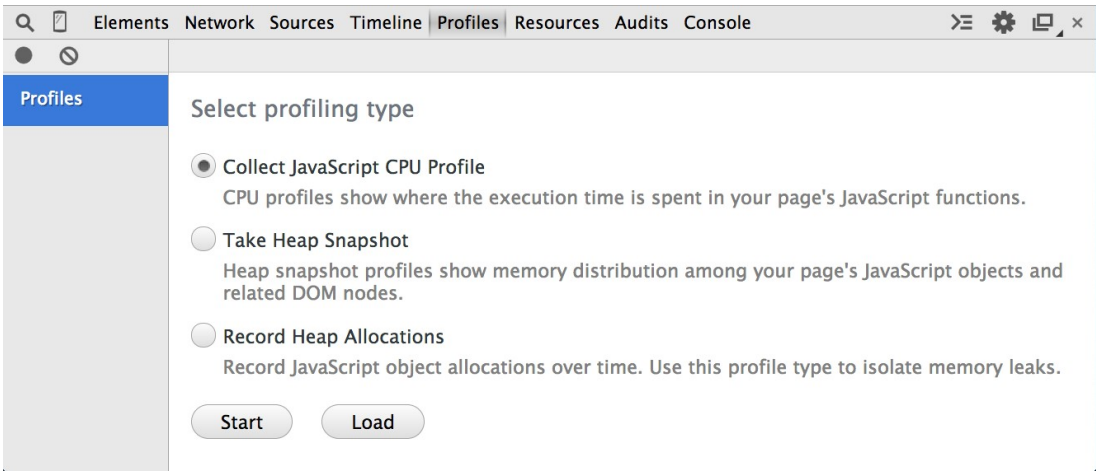
```
1  var my_integer = 0;
2
3  function loopingTo5k() {
4      while (my_integer < 5000){
5          my_integer += 1;
6          var paragraphTag = document.createElement("p");
7          paragraphTag.innerText = my_integer;
8          document.body.appendChild(paragraphTag);
9      }
10 }
11
12 /** Triggering loop */
13
14 window.onload = loopingTo5k;
```

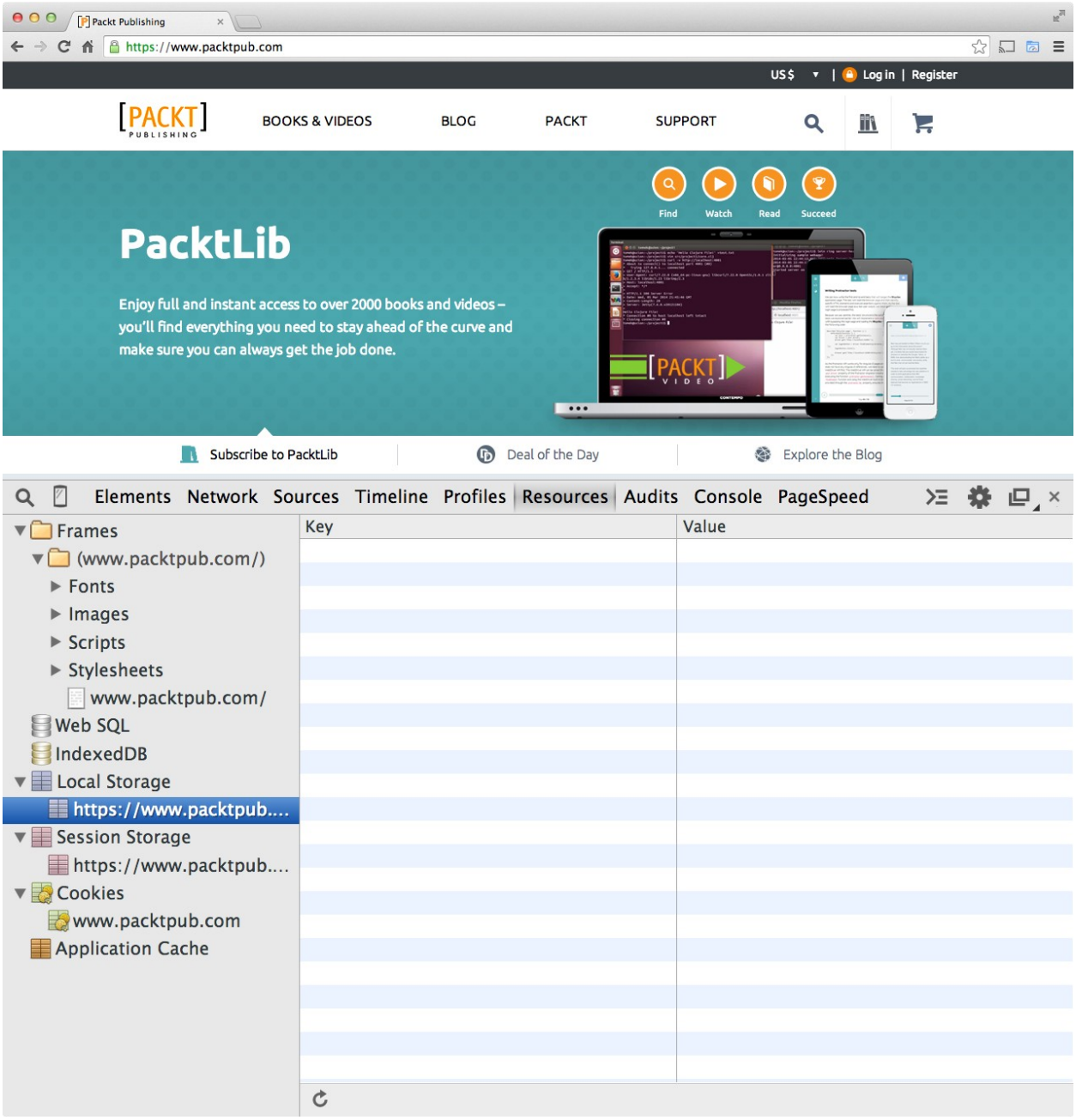

Chapter 3 - Code Example
file:///Users/chadadams/Desktop/01/index.html
Paused in debugger
Elements Network Sources Timeline Profiles Resources Audits Console PageSpeed
Sources Content scripts Snippets
file://
Users/chadadams/Desktop/01
index.html
main.js
main.js
1 var my_integer = 0;
2
3 function loopingTo5k() {
4 while (my_integer < 5000){
5 my_integer += 1;
6 var paragraphTag = document.createElement("p");
7 paragraphTag.innerText = my_integer;
8
9
10 }
11
12 /**
13
14 wind
p
accessKey: ""
align: ""
attributes: NamedNodeMap
baseURI: ""
childElementCount: 0
childNodes: NodeList[1]
children: HTMLCollection[0]
classList: DOMTokenList[0]
className: ""
clientHeight: 0
clientLeft: 0
clientTop: 0
clientWidth: 0
contentEditable: "inherit"
dataset: DOMStringMap
dir: ""
draggable: false
{} Line 8, Column 1
Watch Expressions
Call Stack
Async
loopingTo5k
main.js:8
Paused on a JavaScript breakpoint.
Scope Variables
Local
paragraphTag: p
this: Window
Global
Window
Breakpoints
main.js:8
document.body.appendChild(…
DOM Breakpoints
XHR Breakpoints
Event Listener Breakpoints
Animation
Control
Clipboard
DOM Mutation
Device
Drag / drop
Keyboard
Load
Mouse
Timer
Touch
XHR
WebGL
Workers

```
var my_integer = 0;

function loopingTo5k() {
    while (my_integer < 5000){
        my_integer += 1;
        var paragraphTag = document.createElement("p");
        paragraphTag.innerText = my_integer;
        document.body.appendChild(paragraphTag);


        /** Break in debugger */
        if(my_integer === 555) {
            debugger;
        }
    }
}

/** Triggering loop */

window.onload = loopingTo5k;
```




Chapter 3 – Code Example
file:///Users/chadadams/Desktop/02/index.html
1
2
3
4
5
6
Elements Network Sources Timeline Profiles Resources Audits Console PageSpeed
Filter
All
Loading Scripting Rendering Painting
Capture stacks
Capture memory
100000 ms 200000 ms 300000 ms 400000 ms 500000 ms 600000 ms
2.4 MB – 3.3 MB
1000 ms 2000 ms 3000 ms 4000 ms 5000 ms
Receive Response (ma…
Receive Data (main.js)
Finish Loading (main.js)
Evaluate Script
Parse HTML
Event (load)
Recalculate Style (mai…
Layout (main.js:8)
Update layer tree
Composite Layers
Update layer tree
MEMORY
Used JS Heap [2569768:3
Documents [1:2]
Nodes [1128:11146]
Listeners [0:1]
4.611 ms
4.611 ms R…
Self Time: 4.611
Start Time: 4.44
Elements affected
Call Site stack:
loopingTo5k @


Elements Network Sources Timeline Profiles Resources Audits Console
Profiles
Select profiling type
Collect JavaScript CPU Profile
CPU profiles show where the execution time is spent in your page's JavaScript functions.
Take Heap Snapshot
Heap snapshot profiles show memory distribution among your page's JavaScript objects and related DOM nodes.
Record Heap Allocations
Record JavaScript object allocations over time. Use this profile type to isolate memory leaks.
Start
Load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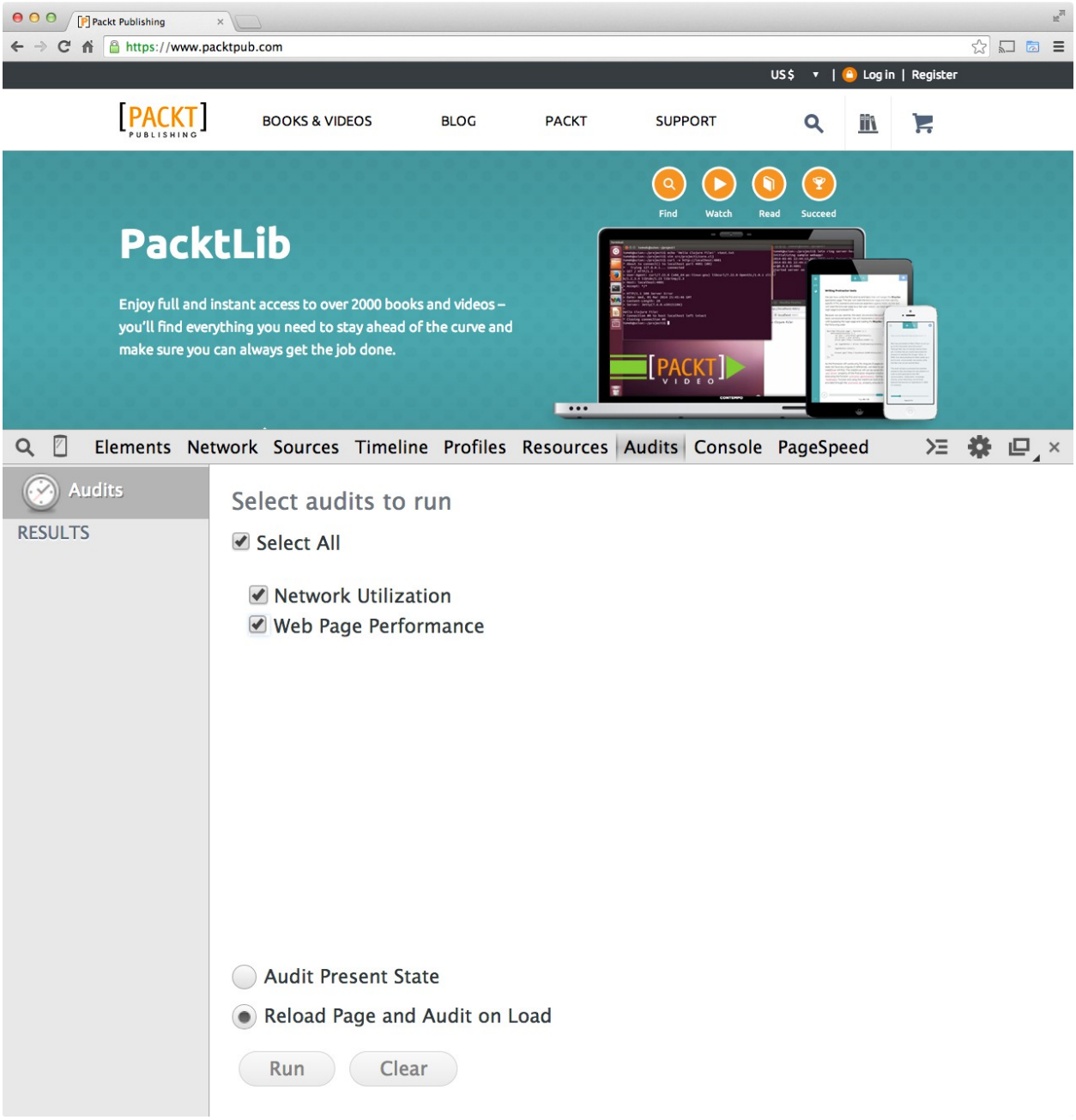
IndexedDB
Local Storage
https://www.packtpub....
Session Storage
https://www.packtpub....
Cookies
www.packtpub.com
Application Cache
Key
Value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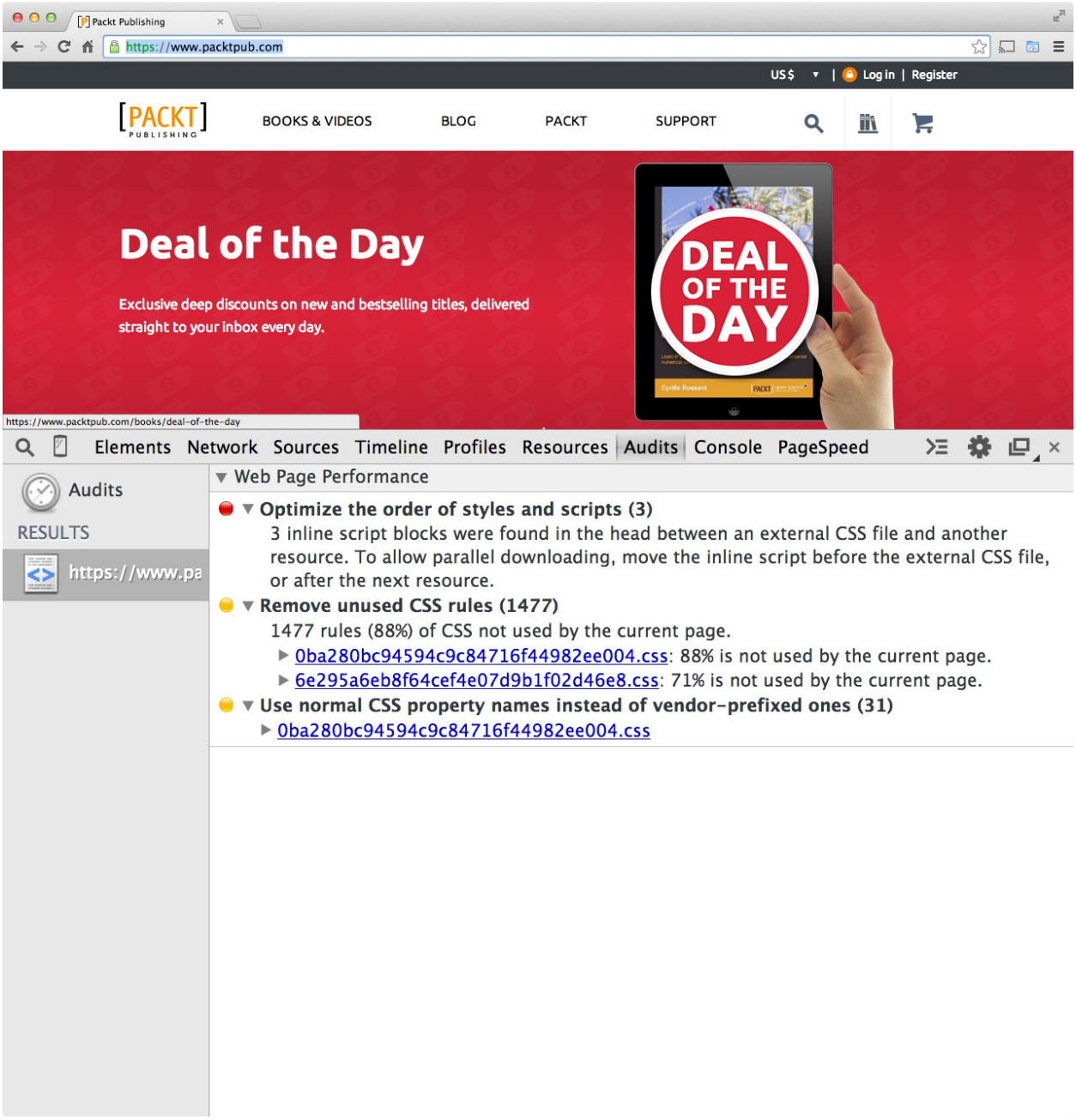
Network
Sources
Timeline
Profiles
Resources
Audits
Console
PageSpeed
Audits
RESULTS
Select audits to run
Select All
Network Utilization
Web Page Performance
Audit Present State
Reload Page and Audit on Load
Run
Clear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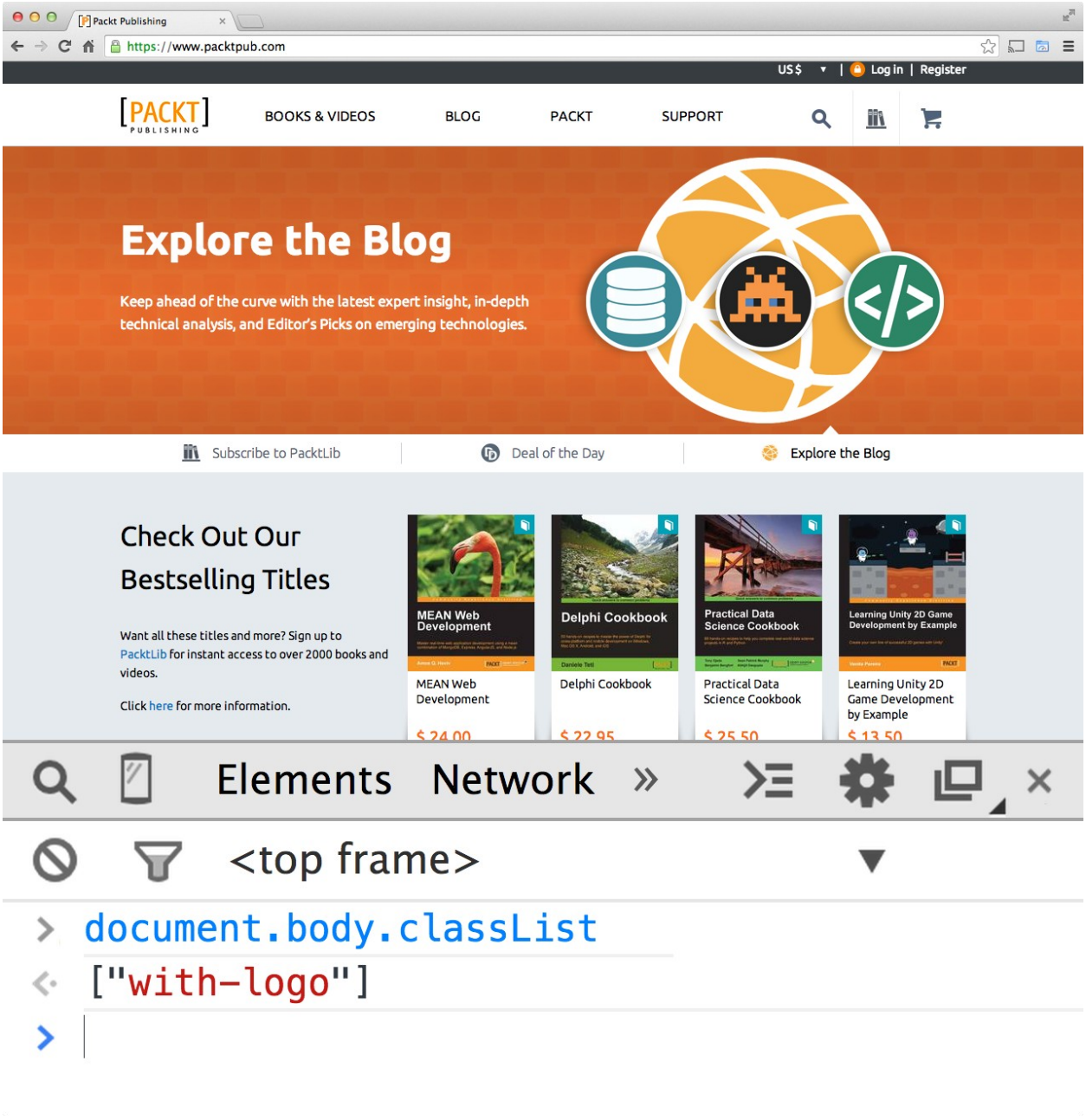
Elements Network Sources Timeline Profiles Resources Audits Console PageSpeed
Audits
RESULTS
https://www.pa
Web Page Performance
Optimize the order of styles and scripts (3)
3 inline script blocks were found in the head between an external CSS file and another resource. To allow parallel downloading, move the inline script before the external CSS file, or after the next resource.
Remove unused CSS rules (1477)
1477 rules (88%) of CSS not used by the current page.
0ba280bc94594c9c84716f44982ee004.css: 88% is not used by the current page.
6e295a6eb8f64cef4e07d9b1f02d46e8.css: 71% is not used by the current page.
Use normal CSS property names instead of vendor-prefixed ones (31)
0ba280bc94594c9c84716f44982ee004.css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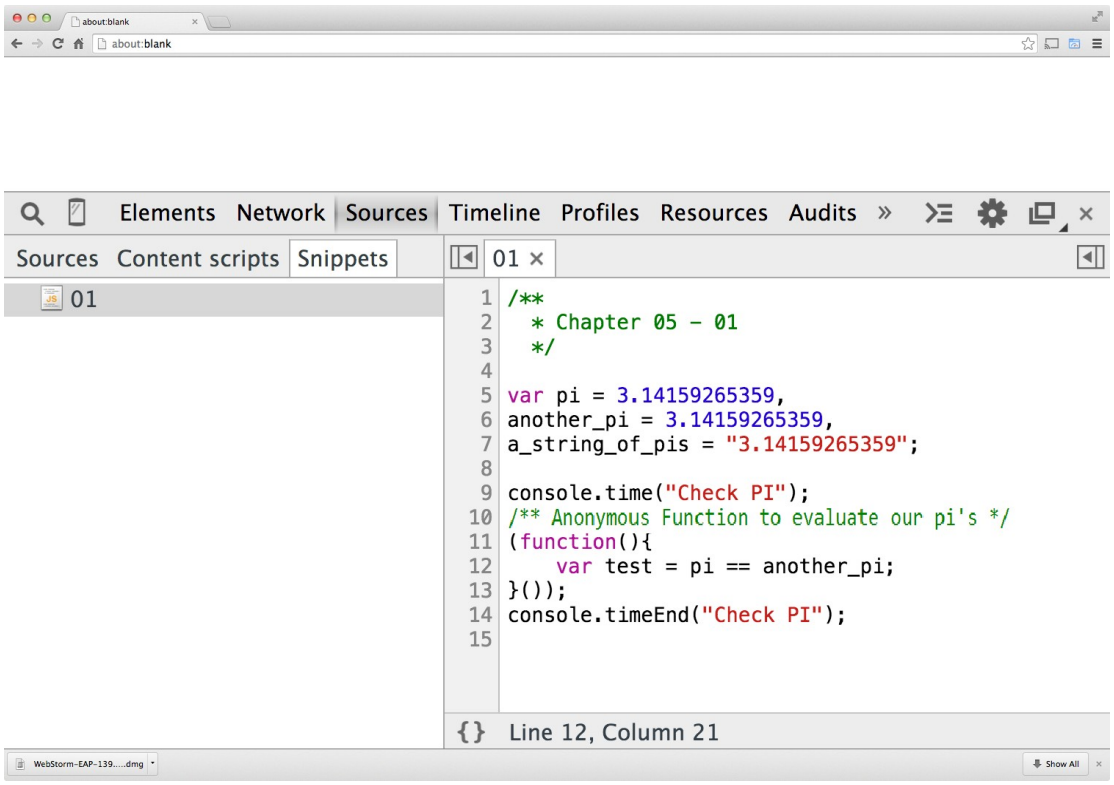
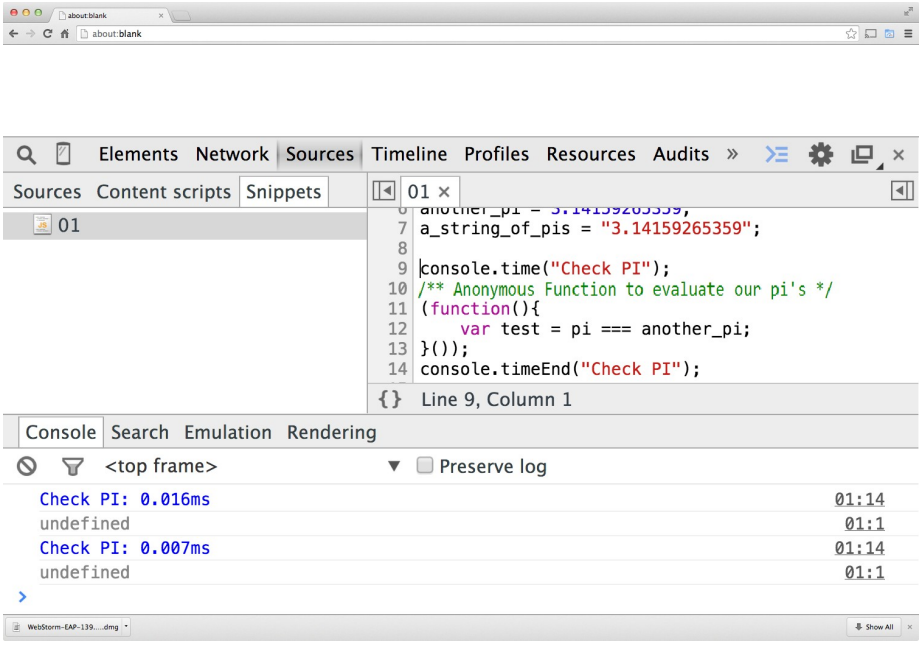
Elements
Network
<top frame>
> document.body.classList
["with-logo"]
>

Chapter 5

```
/**
  * Chapter 05 - 01
  */

var pi = 3.14159265359,
another_pi = 3.14159265359,
a_string_of_pis = "3.14159265359";

console.time("Check PI");
/** Anonymous Function to evaluate our pi's */
(function () {
    var test = pi == another_pi;
}());
console.timeEnd("Check PI");
```

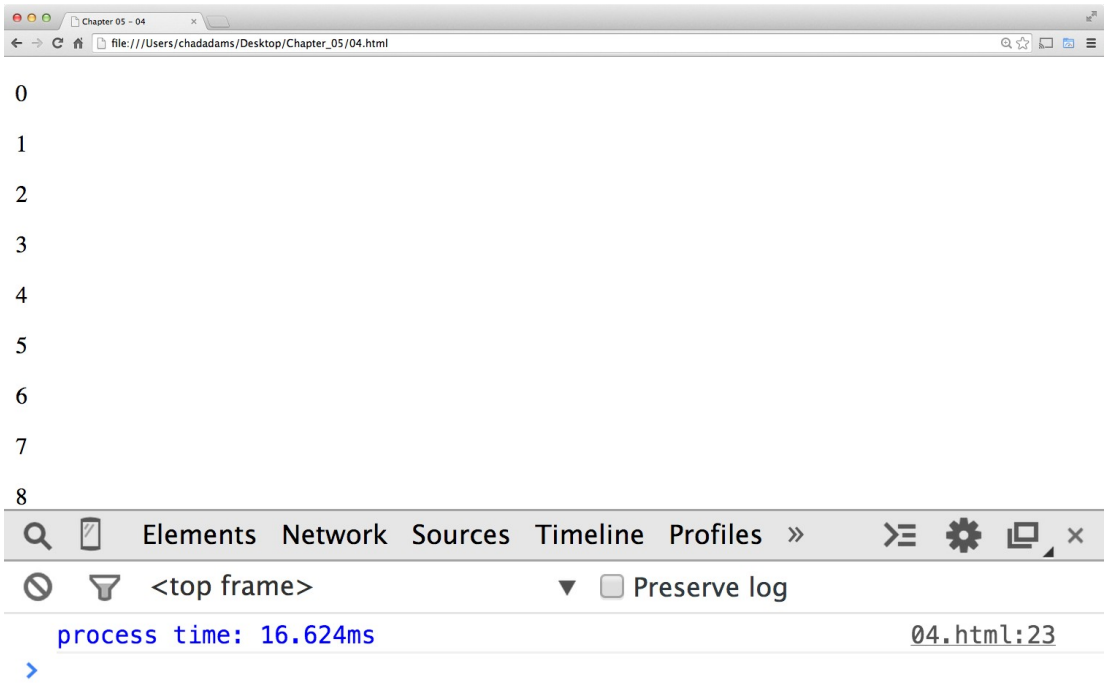

about:blank
about:blank
Elements Network Sources Timeline Profiles Resources Audits
Sources Content scripts Snippets
01
01
/**
* Chapter 05 - 01
*/
var pi = 3.14159265359,
another_pi = 3.14159265359,
a_string_of_pis = "3.14159265359";
console.time("Check PI");
/** Anonymous Function to evaluate our pi's */
(function(){
var test = pi == another_pi;
}());
console.timeEnd("Check PI");
{} Line 12, Column 21


about:blank
about:blank
Elements Network Sources Timeline Profiles Resources Audits
Sources Content scripts Snippets
01
01
a_string_of_pis = "3.14159265359";
console.time("Check PI");
/** Anonymous Function to evaluate our pi's */
(function(){
var test = pi === another_pi;
}());
console.timeEnd("Check PI");
{} Line 9, Column 1
Console Search Emulation Rendering
<top frame>
Preserve log
Check PI: 0.016ms 01:14
undefined 01:1
Check PI: 0.007ms 01:14
undefined 01:1

03.html

Chapter_05 › 03.html › <html>

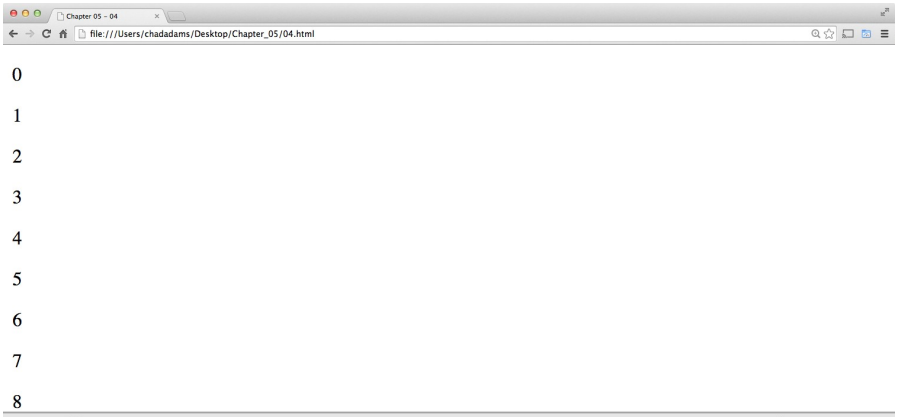
```
1  <!DOCTYPE HTML>
2  <html>
3      <head>
4          <meta http-equiv="Content-Type" content="text/html; charset=
               UTF-8" />
5          <title>Chapter 05 - 03</title>
6      </head>
7      <body>
8
9
10     <script type="text/javascript">
11     /**
12      * Chapter 05 - 03
13      */
14
15     console.time("process time");
16     for (var i = 0; i <= 9000; i++) {
17         var ptag = document.createElement("p");
18         ptag.innerText = i;
19         document.body.appendChild(ptag);
20     }
21     console.timeEnd("process time");
22     </script>
23     </body>
24 </html>
```



04.html

Chapter_05 › 04.html › <html>

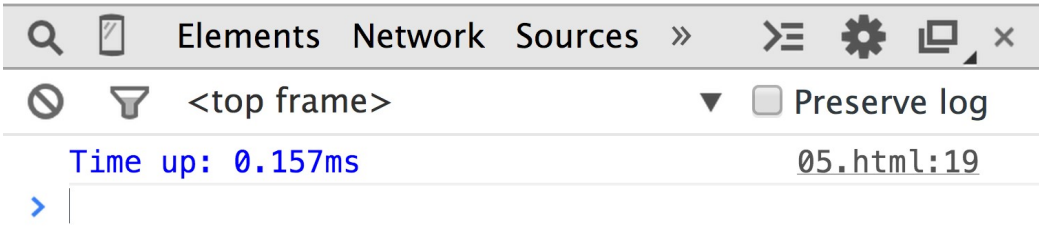
```
1  <!DOCTYPE HTML>
2  <html>
3      <head>
4          <meta http-equiv="Content-Type" content="text/html; charset=
               UTF-8" />
5          <title>Chapter 05 - 04</title>
6      </head>
7      <body>
8
9
10         <script type="text/javascript">
11             /**
12              * Chapter 05 - 04
13              */
14
15
16         var i, ptag;
17         console.time("process time");
18         for (i = 0; i <= 9000; i++) {
19             ptag = document.createElement("p");
20             ptag.innerText = i;
21             document.body.appendChild(ptag);
22         }
23         console.timeEnd("process time");
24         </script>
25     </body>
26 </html>
```



05.html

Chapter_05 › 05.html › <body>

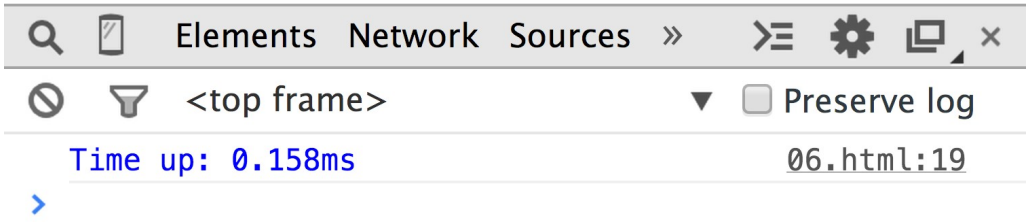
```
1  <!DOCTYPE HTML>
2  <html>
3      <head>
4          <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
5          <title>Chapter 05 - 05</title>
6      </head>
7      <body>
8
9          <script type="text/javascript">
10         /**
11          * Chapter 05 - 05
12          */
13         var result = 0;
14         console.time("Time up");
15         for (var i = 0; i <= 9000; i++) {
16             result++;
17             /** Trigger a timeEnd, when the loop hit's 9000. */
18             if (result === 9000) {
19                 console.timeEnd("Time up");
20             }
21
22         }
23         </script>
24     </body>
25 </html>
```



06.html

Chapter_05 › 06.html › <body>

```
1  <!DOCTYPE HTML>
2  <html>
3      <head>
4          <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
5          <title>Chapter 05 - 06</title>
6      </head>
7      <body>
8
9          <script type="text/javascript">
10         /**
11          * Chapter 05 - 06
12          */
13         var result = 0;
14         console.time("Time up");
15         for (var i = 9000; i > 0; i--) {
16             /** Trigger a timeEnd, when the loop hit's 0. */
17             result++;
18             if (result === 9000) {
19                 console.timeEnd("Time up");
20             }
21
22         }
23         </script>
24     </body>
25 </html>
```

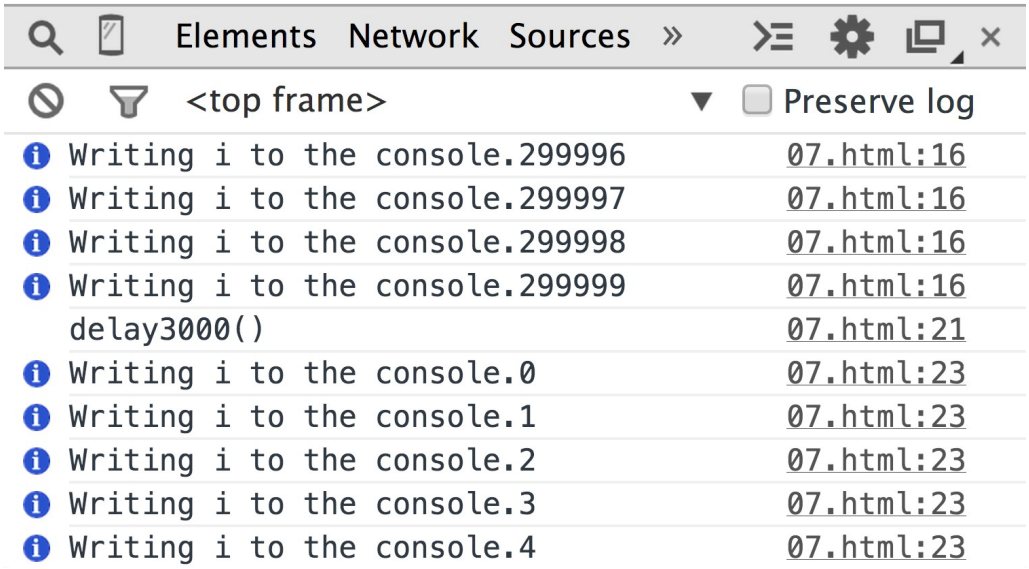


07.html

Chapter_05 › 07.html › <body>

```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 05 - 07</title>
    </head>
    <body>

        <script type="text/javascript">
            /**
             * Chapter 05 - 07
             */
        function delay300000() {
            console.log("delay300000()");
            for(var i = 0; i < 300000; i++) {
                console.info("Writing i to the console." + [i]);
            }
        }

        function delay3000() {
            console.log("delay3000()");
            for(var i = 0; i < 3000; i++) {
                console.info("Writing i to the console." + [i]);
            }
        }

        window.onload = function() {
            setTimeout(delay300000(), 50);
            setTimeout(delay3000(), 150);
        }
        </script>
    </body>
</html>
```


Chapter 05 - 07
file:///Users/chadadams/Desktop/Chapter_05/07.html


Elements
Network
Sources
<top frame>
Preserve log
Writing i to the console.299996 07.html:16
Writing i to the console.299997 07.html:16
Writing i to the console.299998 07.html:16
Writing i to the console.299999 07.html:16
delay3000() 07.html:21
Writing i to the console.0 07.html:23
Writing i to the console.1 07.html:23
Writing i to the console.2 07.html:23
Writing i to the console.3 07.html:23
Writing i to the console.4 07.html:23

Chapter 6

06_01.js

Chapter_06 › 06_01.js › No Selection

```
1  /*
2   * Chapter 6 - 01
3   *
4   */
5
6  function AuthorName(author) {
7      "use strict";
8      return author;
9  }
10
```

06_02.js

Chapter_06 › 06_02.js › No Selection

```
1  /*
2   * Chapter 6 - 02
3   *
4   */
5
6  function AuthorName(author) {
7      "use strict";
8      return author;
9  }
10
11 console.log(AuthorName('Chad Adams'));
```


Favorites
/*
* Chapter 6 - 02
*
*/
function AuthorName(author) {
"use strict";
return author;
}
console.log(AuthorName('Chad Adams'));
JSLint
Errors
clear
Missing 'new'.
line 11 character 13
console.log(AuthorName('Chad Adams'));
Function Report
clear
global
AuthorName, console
AuthorName
line 6
parameter
author
Properties Directive
select
/*properties
log
*/


06_03.js
Chapter_06
06_03.js
No Selection
1 /*
2 * Chapter 6 - 03
3 *
4 */
5
6 function AuthorName(author) {
7 "use strict";
8 return author;
9 }
10
11 console.log(new AuthorName('Chad Adams'));

06_04.js

Chapter_06 › 06_04.js › No Selection

```
/*
 * Chapter 6 - 04
 *
 */

function AuthorName(author) {
    "use strict";
    this.init = function() {
        return author;
    }
}

var author1 = new AuthorName('Chad Adams');

console.log(author1.init());
```

06_05.js

Chapter_06 › 06_05.js › AuthorName

```
/*
 * Chapter 6 - 05
 *
 */

function AuthorName(author) {
    "use strict";
    this.init = function() {
        return author;
    }
    this.helloInfo = function() {
        console.info("Hello, my name is " + author + ".");
    }
}

var author1 = new AuthorName('Chad Adams');

console.log(author1.init());

author1.helloInfo();
```

06_06.js

Chapter_06 › 06_06.js › AuthorName

```
/*
 * Chapter 6 - 06
 *
 */

function AuthorName(author) {
    "use strict";
    this.init = function() {
        return author;
    }
    this.helloInfo = function() {
        console.info("Hello, my name is " + author + ".");
    }
}
console.time("Create Logged Messages:");

var author1 = new AuthorName('Chad Adams');
console.log(author1.init());
author1.helloInfo();

console.timeEnd("Create Logged Messages:");
```

Developer Tools - http://jsfiddle.net/

Elements Network Sources Timeline Profiles Resources »

<top frame> Preserve log

```
Chad Adams                                   (index):39
Hello, my name is Chad Adams.                (index):33
Create Logged Messages:: 2.598ms             (index):42
>
```

06_07.js

Chapter_06 › 06_07.js › No Selection

```
/*
 * Chapter 6 - 07
 *
 */

function authorName(author) {
    "use strict";
    return author;

}
function helloInfo() {
    console.info("Hello, my name is " + authorName('Chad Adams') + ".");
}
console.time("Create Logged Messages:");

console.log(authorName('Chad Adams'));
helloInfo();

console.timeEnd("Create Logged Messages:");
```

Developer Tools - http://jsfiddle.net/

Elements Network Sources Timeline Profiles Resources »

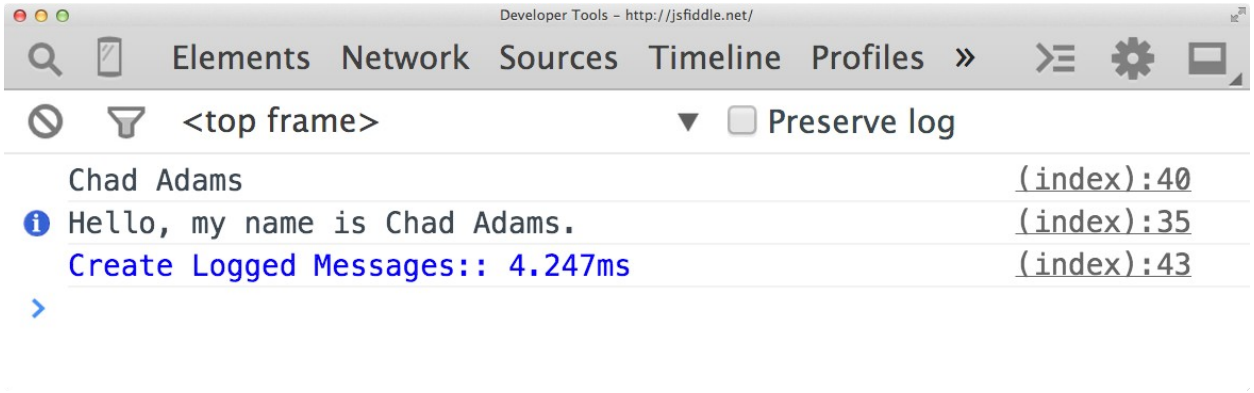
<top frame> Preserve log

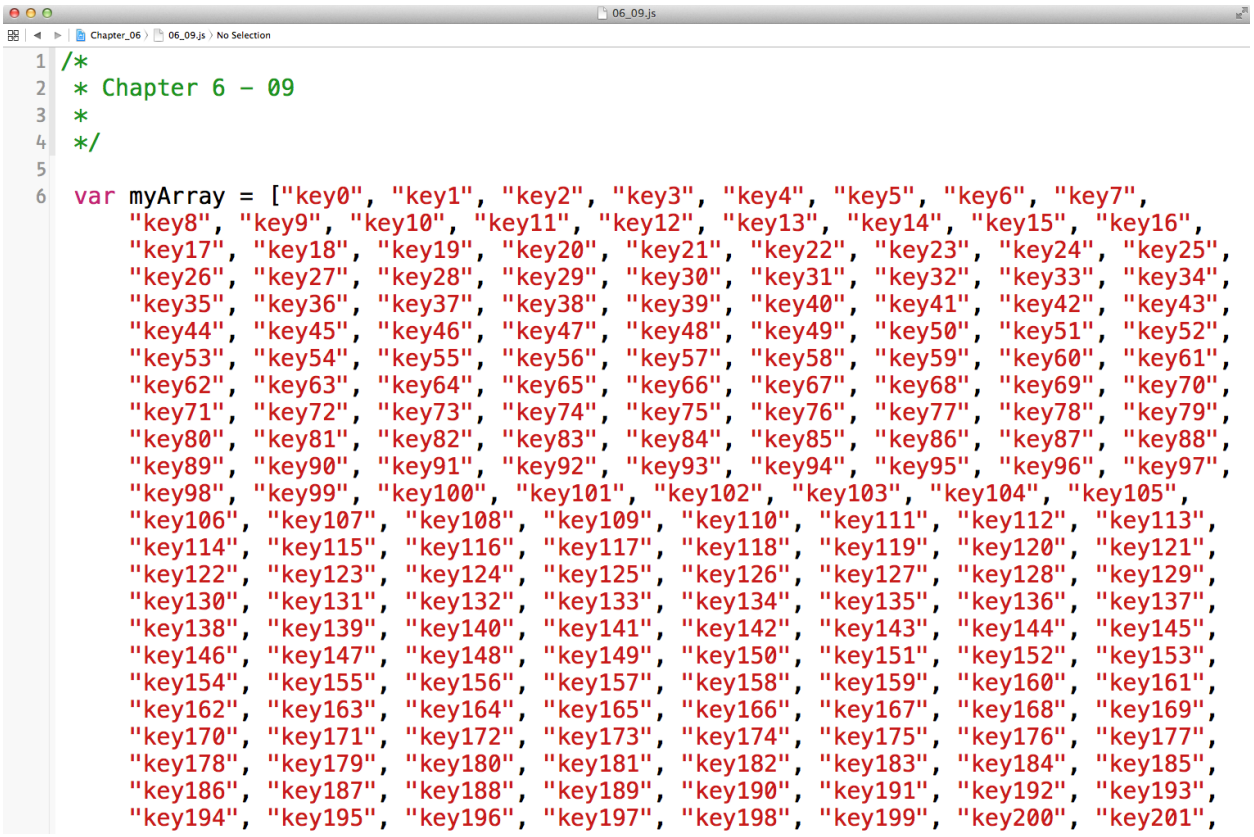
```
Chad Adams                                   (index):37
Hello, my name is Chad Adams.                (index):33
Create Logged Messages:: 4.245ms             (index):40
>
```

06_08.js

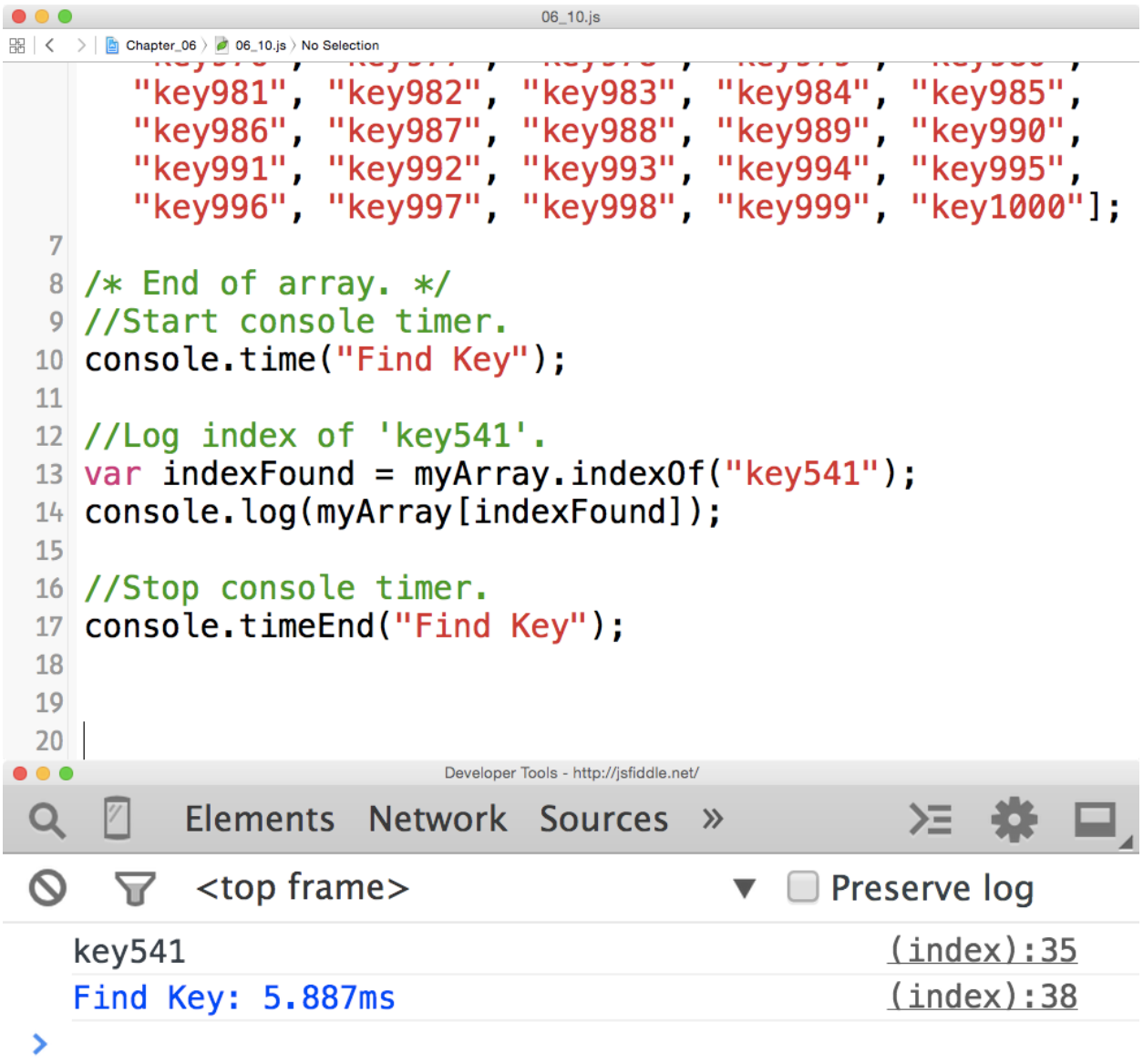
Chapter_06 › 06_08.js › No Selection

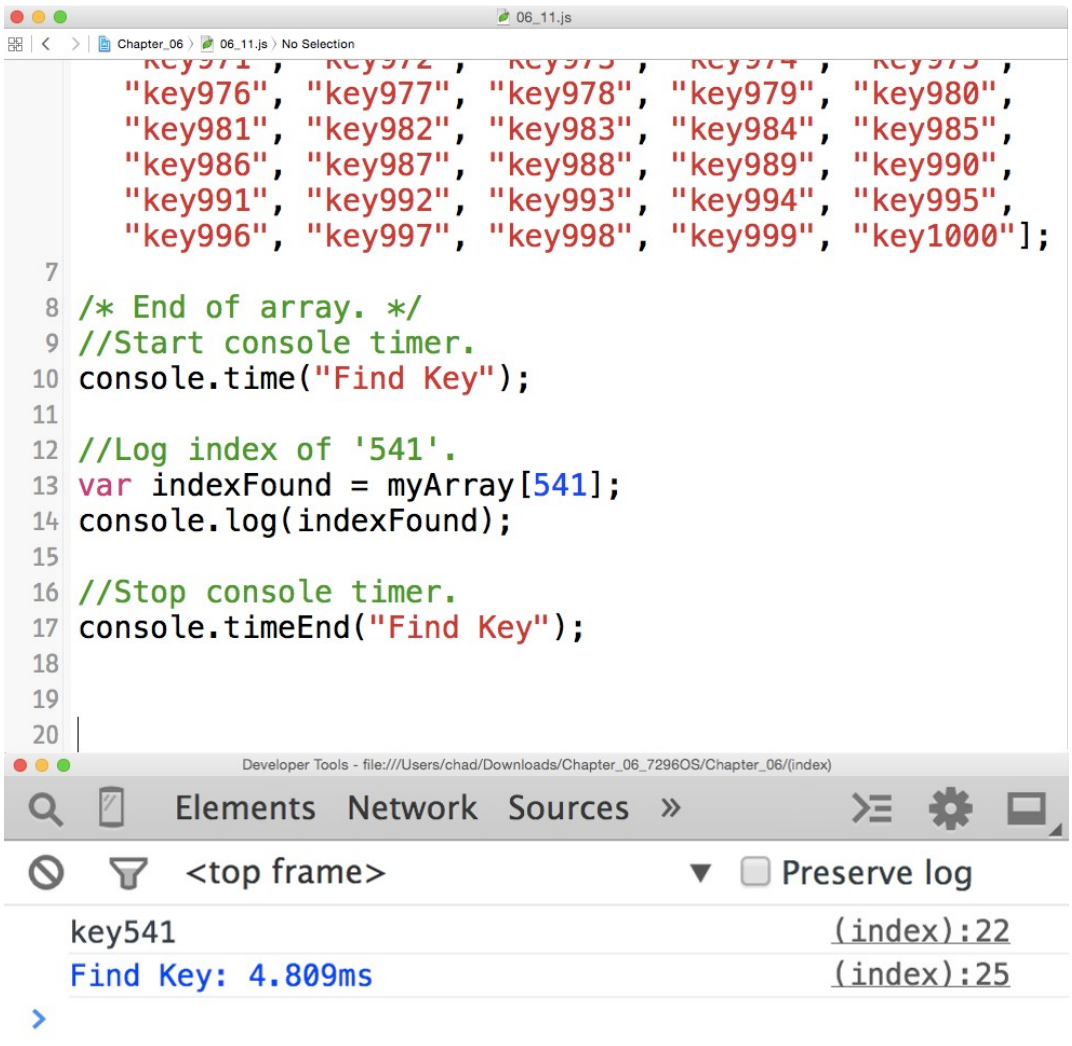
```
1  /*
2   * Chapter 6 - 08
3   *
4   */
5
6  function AuthorName(author) {
7      "use strict";
8      this.authorFullName = author;
9  }
10 AuthorName.prototype.init = function() {
11     return this.authorFullName;
12 }
13 AuthorName.prototype.helloInfo = function() {
14     console.info("Hello, my name is " + this.authorFullName + ".");
15 }
16 console.time("Create Logged Messages:");
17
18 var author1 = new AuthorName('Chad Adams');
19 console.log(author1.init());
20 author1.helloInfo();
21
22 console.timeEnd("Create Logged Messages:");
```






```
/*
 * Chapter 6 - 09
 *
 */

var myArray = ["key0", "key1", "key2", "key3", "key4", "key5", "key6", "key7",
    "key8", "key9", "key10", "key11", "key12", "key13", "key14", "key15", "key16",
    "key17", "key18", "key19", "key20", "key21", "key22", "key23", "key24", "key25",
    "key26", "key27", "key28", "key29", "key30", "key31", "key32", "key33", "key34",
    "key35", "key36", "key37", "key38", "key39", "key40", "key41", "key42", "key43",
    "key44", "key45", "key46", "key47", "key48", "key49", "key50", "key51", "key52",
    "key53", "key54", "key55", "key56", "key57", "key58", "key59", "key60", "key61",
    "key62", "key63", "key64", "key65", "key66", "key67", "key68", "key69", "key70",
    "key71", "key72", "key73", "key74", "key75", "key76", "key77", "key78", "key79",
    "key80", "key81", "key82", "key83", "key84", "key85", "key86", "key87", "key88",
    "key89", "key90", "key91", "key92", "key93", "key94", "key95", "key96", "key97",
    "key98", "key99", "key100", "key101", "key102", "key103", "key104", "key105",
    "key106", "key107", "key108", "key109", "key110", "key111", "key112", "key113",
    "key114", "key115", "key116", "key117", "key118", "key119", "key120", "key121",
    "key122", "key123", "key124", "key125", "key126", "key127", "key128", "key129",
    "key130", "key131", "key132", "key133", "key134", "key135", "key136", "key137",
    "key138", "key139", "key140", "key141", "key142", "key143", "key144", "key145",
    "key146", "key147", "key148", "key149", "key150", "key151", "key152", "key153",
    "key154", "key155", "key156", "key157", "key158", "key159", "key160", "key161",
    "key162", "key163", "key164", "key165", "key166", "key167", "key168", "key169",
    "key170", "key171", "key172", "key173", "key174", "key175", "key176", "key177",
    "key178", "key179", "key180", "key181", "key182", "key183", "key184", "key185",
    "key186", "key187", "key188", "key189", "key190", "key191", "key192", "key193",
    "key194", "key195", "key196", "key197", "key198", "key199", "key200", "key201",
```

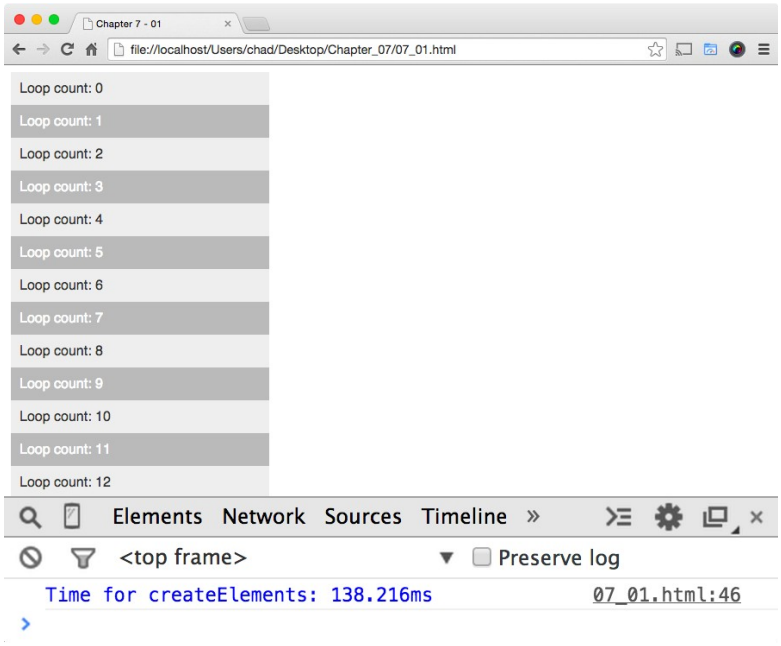

06_10.js
Chapter_06 〉 06_10.js 〉 No Selection
"key981", "key982", "key983", "key984", "key985",
"key986", "key987", "key988", "key989", "key990",
"key991", "key992", "key993", "key994", "key995",
"key996", "key997", "key998", "key999", "key1000"];
/* End of array. */
//Start console timer.
console.time("Find Key");
//Log index of 'key541'.
var indexFound = myArray.indexOf("key541");
console.log(myArray[indexFound]);
//Stop console timer.
console.timeEnd("Find Key");
Developer Tools - http://jsfiddle.net/
Elements Network Sources »
<top frame>
Preserve log
key541 (index):35
Find Key: 5.887ms (index):38


06_11.js
Chapter_06 〉 06_11.js 〉 No Selection
"key976", "key977", "key978", "key979", "key980",
"key981", "key982", "key983", "key984", "key985",
"key986", "key987", "key988", "key989", "key990",
"key991", "key992", "key993", "key994", "key995",
"key996", "key997", "key998", "key999", "key1000"];
/* End of array. */
//Start console timer.
console.time("Find Key");
//Log index of '541'.
var indexFound = myArray[541];
console.log(indexFound);
//Stop console timer.
console.timeEnd("Find Key");
Developer Tools - file:///Users/chad/Downloads/Chapter_06_7296OS/Chapter_06/(index)
Elements Network Sources »
<top frame>
Preserve log
key541 (index):22
Find Key: 4.809ms (index):25

Chapter 7

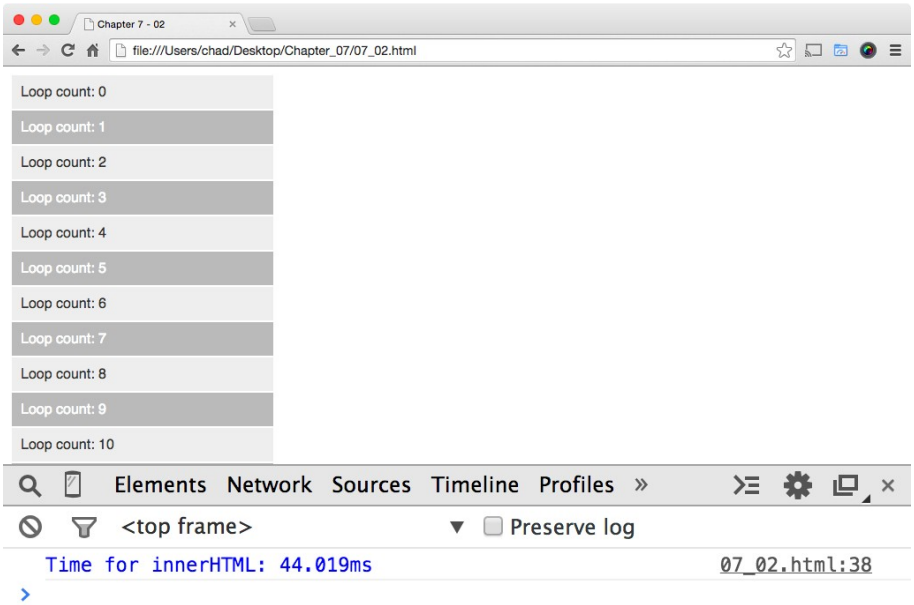
07_01.html

```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 01</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #datainsert tr:nth-of-type(odd) td {
                background-color: #eeeeee;
                color: #333;
            }
            #datainsert tr:nth-of-type(even)  td {
                background-color: #bababa;
                color: white;
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="datainsert"></div>
    </body>
    <script type="text/javascript">
        // Anonymous function to render data.
        (function(){
         console.time("Time for createElements");
         var tableElem = document.createElement("table");
         tableElem.setAttribute("border" , 0);
         tableElem.setAttribute("width" , 300);
         tableElem.setAttribute("cellpadding" , 10);
         tableElem.setAttribute("cellspacing" , 0);

         for (var i = 0; i <= 10000; i++) {

             var cellContent = document.createTextNode("Loop count: " + i);
             var tableTr = document.createElement("tr");
             var tableTd = document.createElement("td");

             tableTd.appendChild(cellContent);
             tableTr.appendChild(tableTd);
             tableElem.appendChild(tableTr);

         }

         document.getElementById("datainsert").appendChild(tableElem);
         console.timeEnd("Time for createElements");

        }())


    </script>
</html>
```


Chapter 7 - 01
file://localhost/Users/chad/Desktop/Chapter_07/07_01.html
Loop count: 0
Loop count: 1
Loop count: 2
Loop count: 3
Loop count: 4
Loop count: 5
Loop count: 6
Loop count: 7
Loop count: 8
Loop count: 9
Loop count: 10
Loop count: 11
Loop count: 12
Elements
Network
Sources
Timeline
<top frame>
Preserve log
Time for createElements: 138.216ms
07_01.html:46

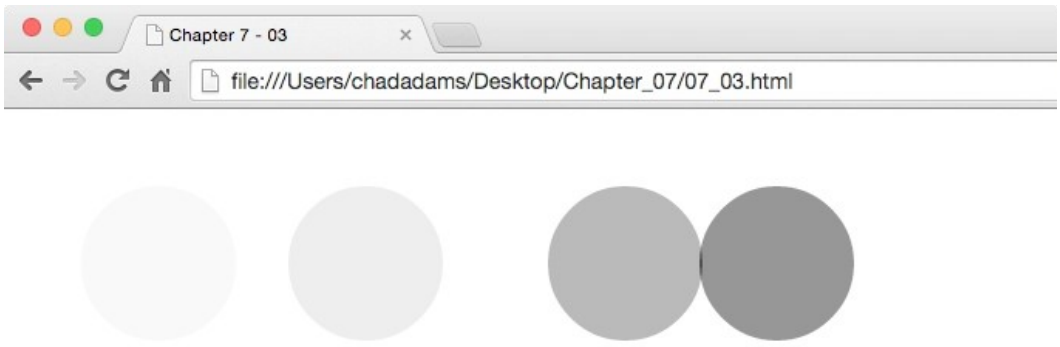
07_02.html

```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 02</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #datainsert tr:nth-of-type(odd) td {
                background-color: #eeeeee;
                color: #333;
            }
            #datainsert tr:nth-of-type(even)  td {
                background-color: #bababa;
                color: white;
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="datainsert"></div>
    </body>
    <script type="text/javascript">
        // Anonymous function to render data.
        (function(){
         console.time("Time for innerHTML");

         var tableContents = "<table width=\"300\ cellspacing=\"0\" cellpadding=\"10\"><tbody>";

         for (var i = 0; i <= 10000; i++) {

            tableContents += "<tr><td>" + "Loop count: " + i + "</tr></td>";

         }
         tableContents += "</tbody></table>";

         document.getElementById("datainsert").innerHTML = tableContents;
         console.timeEnd("Time for innerHTML");

         }())


        </script>
</html>
```



07_03.html

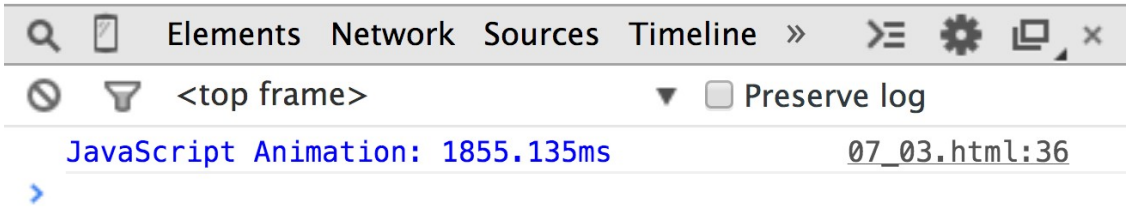
```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 03</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #dot {
                width: 100px;
                height: 100px;
                -webkit-border-radius: 50px;
                background-color: #333;
                position: absolute;
                left: 50px;
                top: 50px;
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="dot"></div>
    </body>
    <script type="text/javascript">
        // Anonymous function to render data.
        (function(){
         var dot = document.getElementById("dot");
         var i = 50;

         console.time("JavaScript Animation");
         var interval = setInterval(function(){
            i++;
            dot.style.left = i + "px";
            if(i === 450) {
                clearInterval(interval);
                console.timeEnd("JavaScript Animation");
            }
         }, 1);


        }())
    </script>
</html>
```


Chapter 7 - 03
file:///Users/chadadams/Desktop/Chapter_07/07_03.html

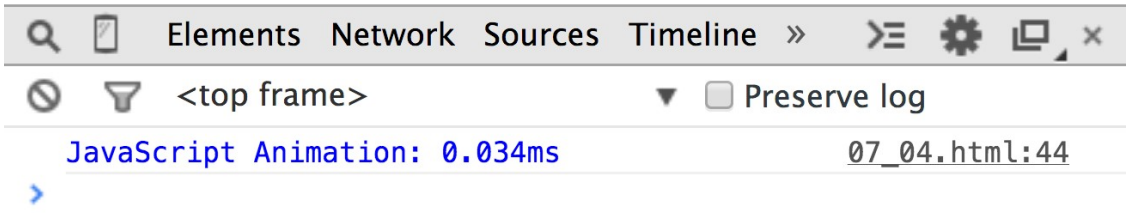
07_04.html

```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 04</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #dot {
                width: 100px;
                height: 100px;
                -webkit-border-radius: 50px;
                background-color: #333;
                position: absolute;
                left: 50px;
                top: 50px;
            }
            /* CSS3 ANIMATION */
            #dot.active {
                -webkit-animation: moveDot 1000ms 0 ease both;
                animation: moveDot 1000ms 0 ease both;
            }
            @-webkit-keyframes moveDot {
                from { transform: translate3d(0, 0, 0); }
                to { transform: translate3d(450px, 0, 0); }
            }
            @keyframes moveDot {
                from { transform: translate3d(0, 0, 0); }
                to { transform: translate3d(450px, 0, 0); }
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="dot"></div>
    </body>
    <script type="text/javascript">
        // Anonymous function to render data.
        (function(){
             var dot = document.getElementById("dot");

             console.time("JavaScript Animation");
             setTimeout(dot.setAttribute("class", "active"), 1000);
             console.timeEnd("JavaScript Animation");
         }())
        </script>
</html>
```


Chapter 7 - 03
file:///Users/chadadams/Desktop/Chapter_07/07_03.html

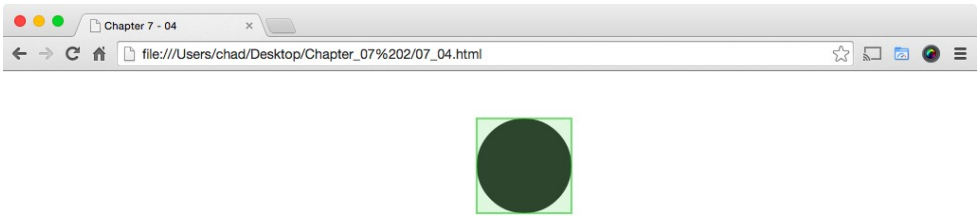

Elements
Network
Sources
Timeline
<top frame>
Preserve log
JavaScript Animation: 1855.135ms
07_03.html:36

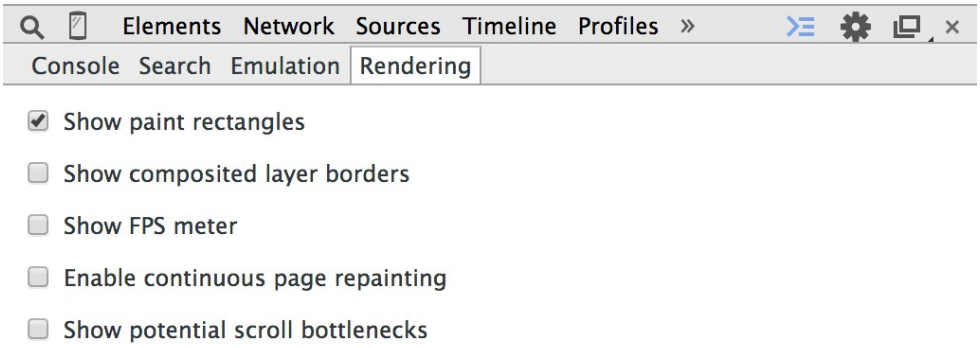

Chapter 7 - 04
file:///Users/chadadams/Desktop/Chapter_07/07_04.html


Elements
Network
Sources
Timeline
<top frame>
Preserve log
JavaScript Animation: 0.034ms
07_04.html:44

07_05.html

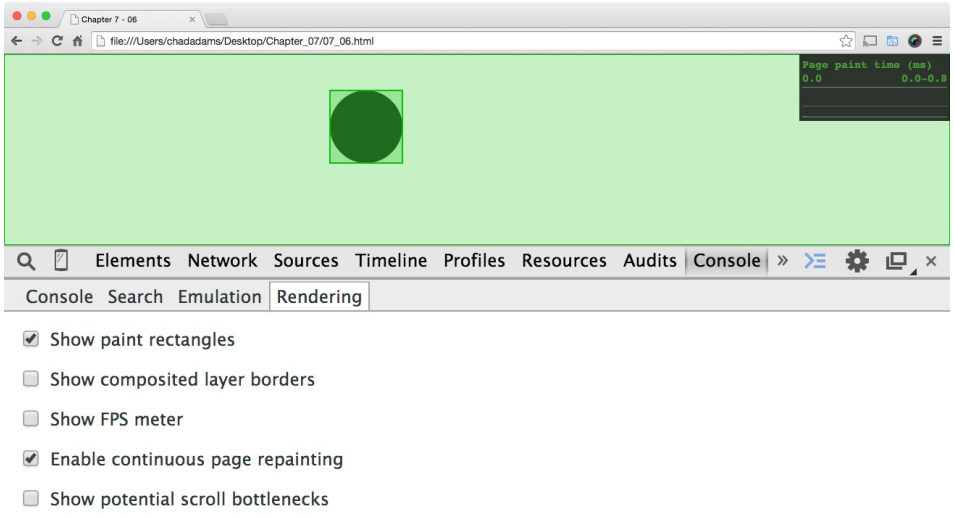
```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 05</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #dot {
                width: 100px;
                height: 100px;
                -webkit-border-radius: 50px;
                background-color: #333;
                position: absolute;
                left: 50px;
                top: 50px;
                -webkit-transform: -webkit-translate3d(0,0,0);
                will-change: left;
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="dot"></div>
    </body>
    <script type="text/javascript">
        (function(){
         var dot = document.getElementById("dot");
         var i = 50;

         console.time("JavaScript Animation");
         var interval = setInterval(function(){
            i++;
            dot.style.left = i + "px";
            if(i === 450) {
            clearInterval(interval);
            console.timeEnd("JavaScript Animation");
            }
            }, 1);


         }())
        </script>
</html>
```





07_06.html

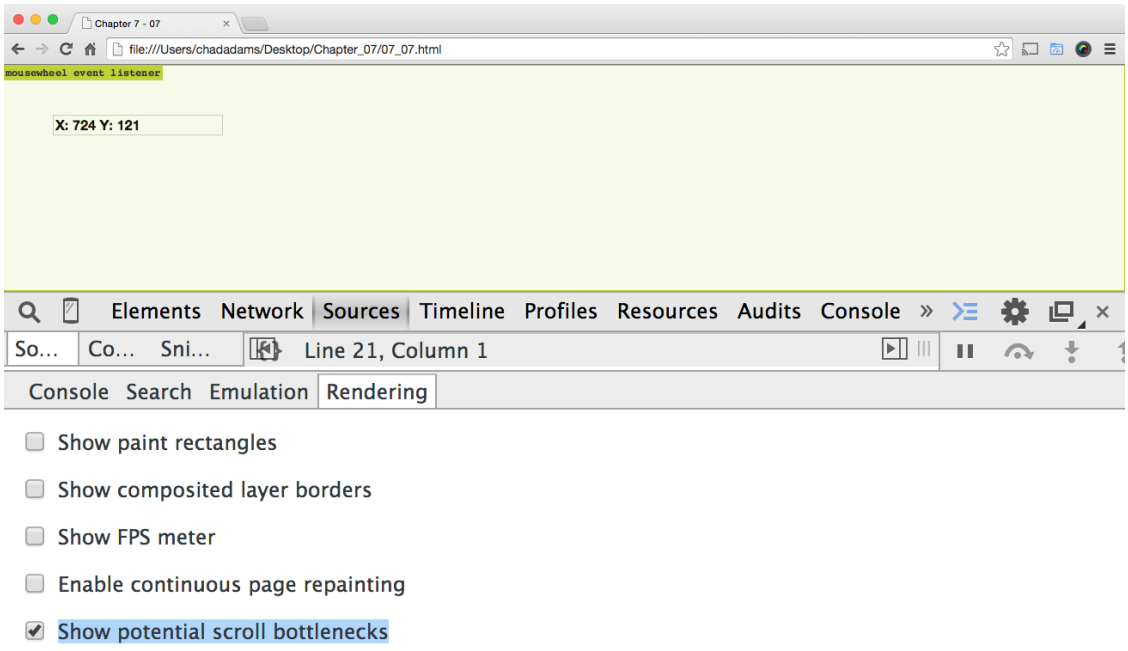
```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 7 - 06</title>

        <style type="text/css">
            body { font-family: sans-serif; }
            #dot {
                width: 100px;
                height: 100px;
                -webkit-border-radius: 50px;
                background-color: #333;
                position: absolute;
                left: 50px;
                top: 50px;
                -webkit-transform: -webkit-translate3d(0,0,0);
                will-change: left;
            }
        </style>
    </head>
    <body>
        <!-- Data goes here -->
        <div id="dot"></div>
    </body>
    <script type="text/javascript">
        (function(){
         var dot = document.getElementById("dot");
         var i = 50;
         var interval = setInterval(function(){
            i++;
            dot.style.left = i + "px";
            if(i === 450) {
                clearInterval(interval);
            } else if (i === 250 || i === 251 || i === 252 ||
                i === 253 || i === 254 || i === 255 ||
                i === 256 || i === 257 || i === 258) {
                dot.style.left = "";
            } else {
                dot.style.left = i + "px";
            }
            }, 1);
         }())
        </script>
</html>
```

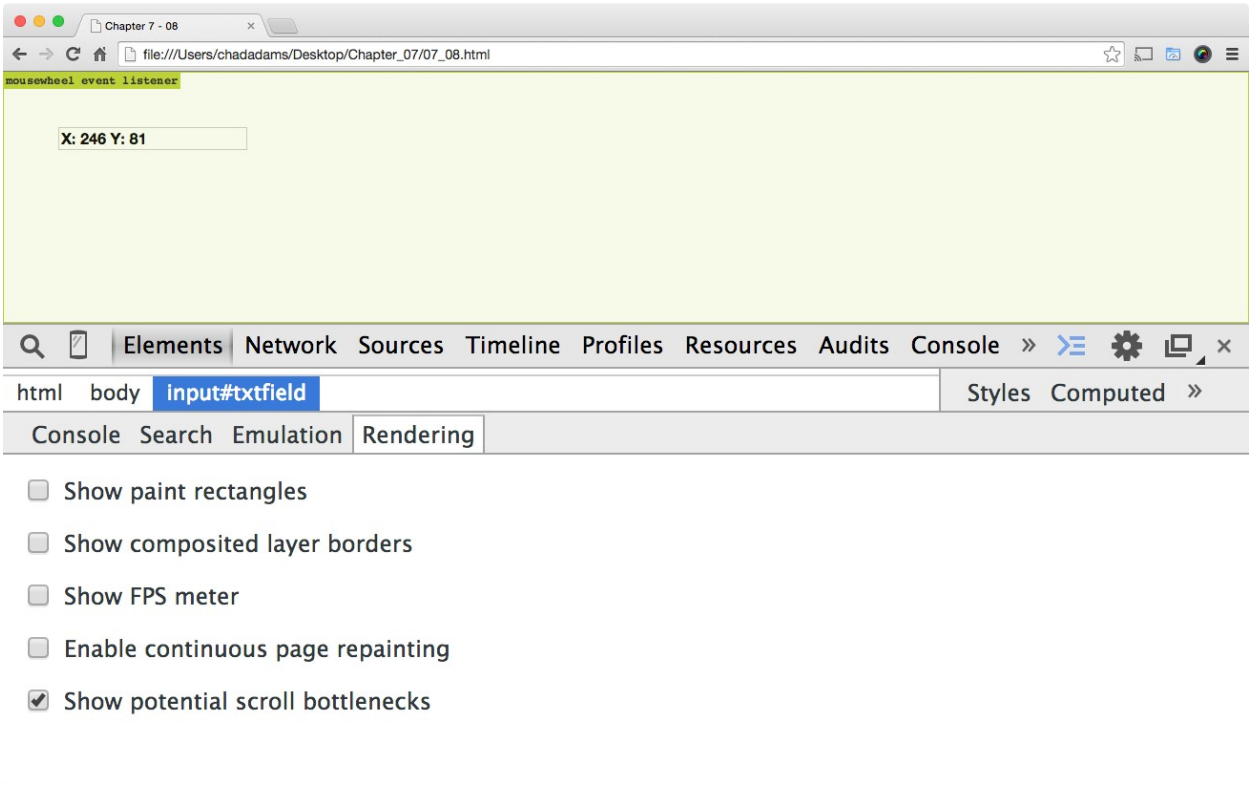


07_07.html — Edited

07_07.html

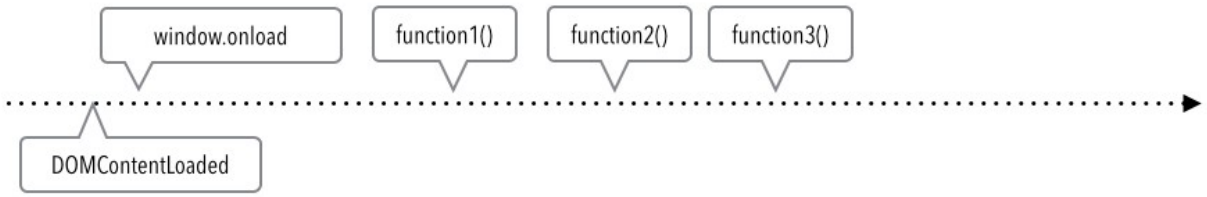
```
1  <!DOCTYPE HTML>
2  <html>
3      <head>
4          <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
5          <title>Chapter 7 - 07</title>
6
7          <style type="text/css">
8              body { font-family: sans-serif; }
9              #txtfield {
10                 font-size: 1em;
11                 font-weight: bold;
12                 margin: 50px;
13             }
14         </style>
15     </head>
16     <body>
17         <input id="txtfield" type="text" value="" />
18     </body>
19     <script type="text/javascript">
20          var txtfield = document.getElementById("txtfield");
21
22          (function(){
23             document.addEventListener("mousewheel", getMouseLocation, false);
24          }())
25
26          function getMouseLocation(event) {
27              txtfield.value = "X: " + event.pageX + " Y: " + event.pageY;
28          }
29         </script>
30 </html>
```



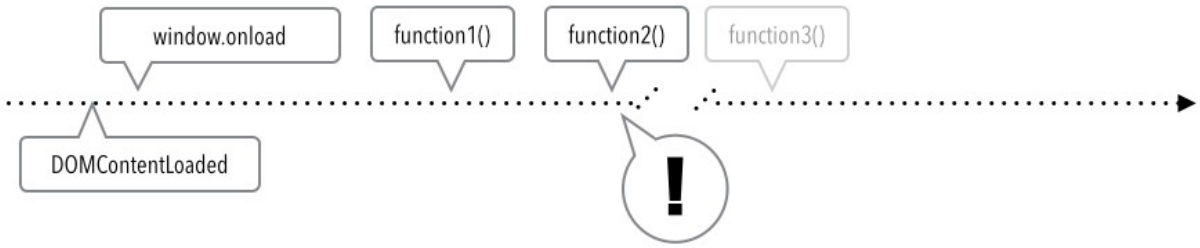

Chapter 7 - 08
file:///Users/chadadams/Desktop/Chapter_07/07_08.html
mousewheel event listener
X: 246 Y: 81
Elements
Network
Sources
Timeline
Profiles
Resources
Audits
Console
html
body
input#txtfield
Styles
Computed
Console
Search
Emulation
Rendering
Show paint rectangles
Show composited layer borders
Show FPS meter
Enable continuous page repainting
Show potential scroll bottlenecks

Chapter 8

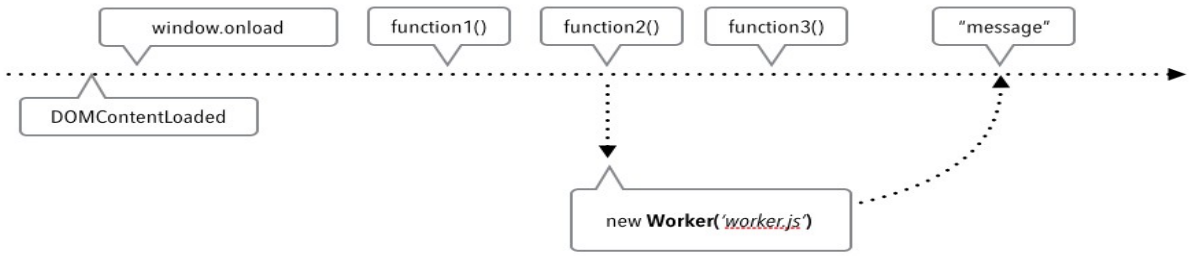
Standard single threaded JS application



Standard single threaded JS application with processing time



Multi-threaded JS application (Web Worker)



08_01

08_01 | 08_01-worker.js | 08_02 | 08_02

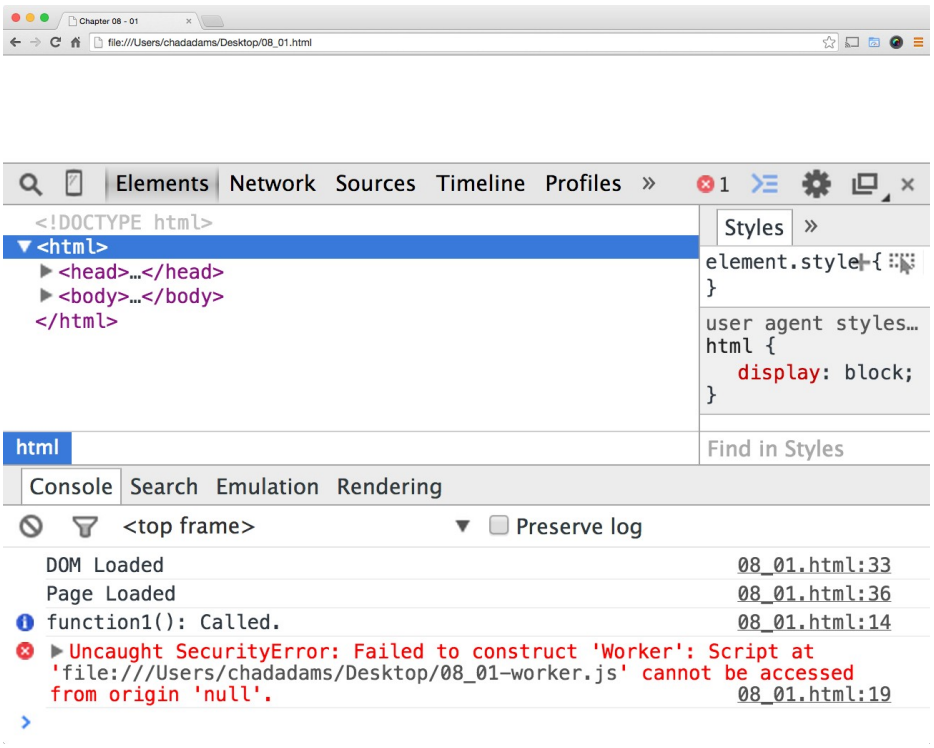
```
<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8">
<title>Chapter 08 - 01</title>
</head>

<body>


<script type="text/javascript">

function function1() {
    console.info("function1(): Called.");
    console.time("Worker");
}

function function2() {
    var func2_Worker = new Worker("08_01-worker.js");
    func2_Worker.onmessage = function (oEvent) {
        console.log("func2_Worker says : " + oEvent.data);
    };

    func2_Worker.postMessage("Processing a high performance JavaScript worker...");
}

function function3() {
    console.info("function3(): Called.");
    console.timeEnd("Worker");
}

window.addEventListener("DOMContentLoaded", function () {
    console.log("DOM Loaded");
}, false);
window.addEventListener("load", function () {
    console.log("Page Loaded");

    function1();
    function2();
    function3();

}, false);

</script>

</body>
</html>
```

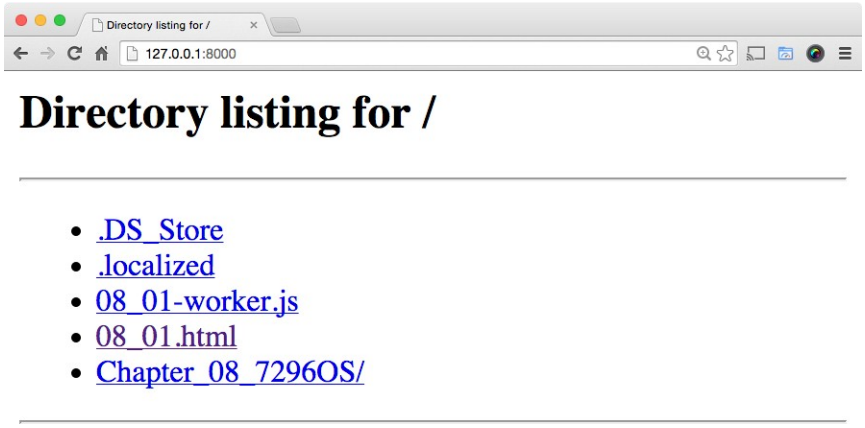
08_01-worker.js

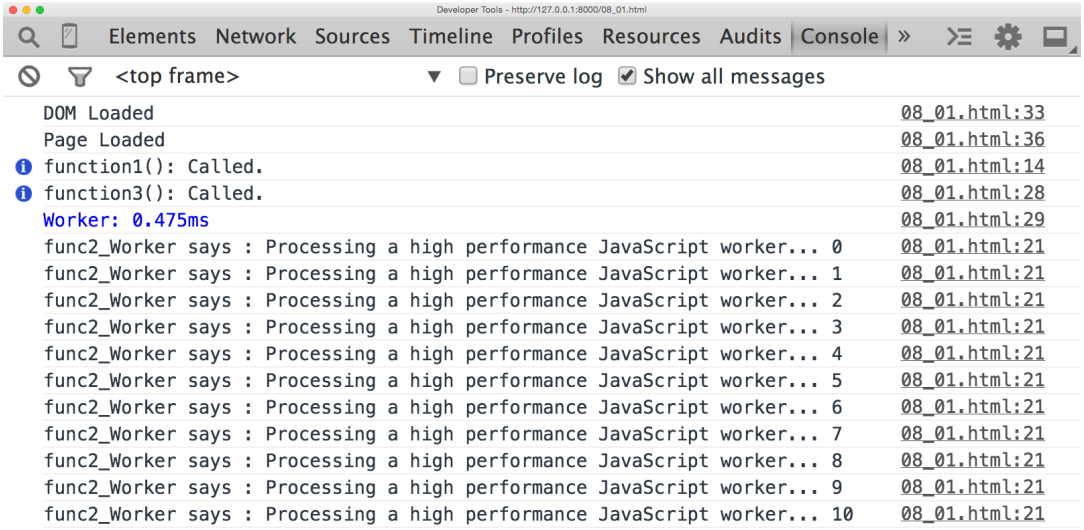
08_01 | 08_01-worker.js | 08_02 | 08_02

```
onmessage = function (oEvent) {
  for (var i = 0; i <= 1000; i++) {
      postMessage(oEvent.data + " " + i);
  }
};
```

```
function function2() {
    var func2_Worker = new Worker("08_01-worker.js");
    func2_Worker.onmessage = function (oEvent) {
        console.log("func2_Worker says : " + oEvent.data);
    };

    func2_Worker.postMessage("Processing a high performance JavaScript worker...");
}

function function3() {
    console.info("function3(): Called.");
    console.timeEnd("Worker");
}

window.addEventListener("DOMContentLoaded", function () {
    console.log("DOM Loaded");
}, false);
window.addEventListener("load", function () {
    console.log("Page Loaded");

    function1();
    function2();
    function3();

}, false);

</script>

</body>
</html>
```

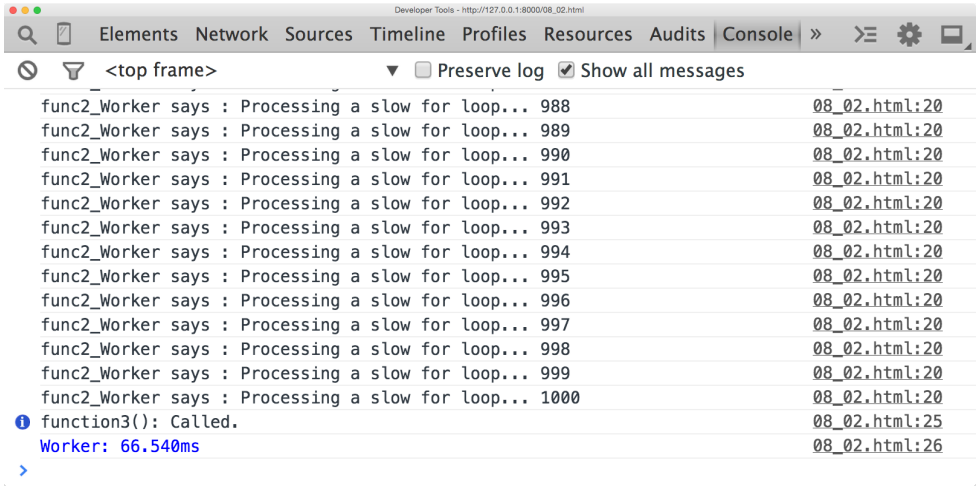

Chapter 08 - 01
file:///Users/chadadams/Desktop/08_01.html
Elements
Network
Sources
Timeline
Profiles
<!DOCTYPE html>
<html>
<head>…</head>
<body>…</body>
</html>
Styles
element.style {
}
user agent styles…
html {
display: block;
}
html
Find in Styles
Console
Search
Emulation
Rendering
<top frame>
Preserve log
DOM Loaded
08_01.html:33
Page Loaded
08_01.html:36
function1(): Called.
08_01.html:14
Uncaught SecurityError: Failed to construct 'Worker': Script at 'file:///Users/chadadams/Desktop/08_01-worker.js' cannot be accessed from origin 'null'.
08_01.html:19


Directory listing for /
127.0.0.1:8000
Directory listing for /
.DS_Store
.localized
08_01-worker.js
08_01.html
Chapter_08_7296OS/


Developer Tools - http://127.0.0.1:8000/08_01.html
Elements Network Sources Timeline Profiles Resources Audits Console
<top frame>
Preserve log
Show all messages
DOM Loaded 08_01.html:33
Page Loaded 08_01.html:36
function1(): Called. 08_01.html:14
function3(): Called. 08_01.html:28
Worker: 0.475ms 08_01.html:29
func2_Worker says : Processing a high performance JavaScript worker... 0 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 1 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 2 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 3 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 4 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 5 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 6 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 7 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 8 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 9 08_01.html:21
func2_Worker says : Processing a high performance JavaScript worker... 10 08_01.html:21

08_02

```
<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8">
<title>Chapter 08 - 02</title>
</head>

<body>


<script type="text/javascript">

function function1() {
    console.info("function1(): Called.");
    console.time("Worker");
}

function function2() {
    for (var i = 0; i <= 1000; i++) {
        console.log("func2_Worker says : Processing a slow for loop... " + i);
    }
}

function function3() {
    console.info("function3(): Called.");
    console.timeEnd("Worker");
}

window.addEventListener("DOMContentLoaded", function () {
    console.log("DOM Loaded");
}, false);
window.addEventListener("load", function () {
    console.log("Page Loaded");

    function1();
    function2();
    function3();

}, false);

</script>

</body>
</html>
```

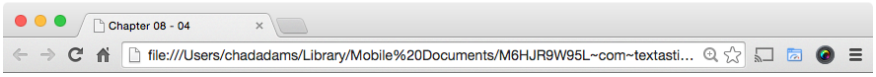


08_03

```
<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8">
<title>Chapter 08 - 03</title>
<style type="text/css">
    body { font-family: monospace;  font-size: 1em; }
    #results { margin-top: 1em; }
</style>
</head>

<body>
<button onclick="makeAPromise()">Make A Promise</button>

<div id="results"></div>

<script type="text/javascript">

    function makeAPromise() {
        var promiseCount = 0;

        var promiseNo1 = new Promise(
        function(resolve) {
            for (var i = 0; i <= 1000; i++) {
                promiseCount = i * 5;
            }

            /* Assign a value to our promise */
            resolve("Our final count: <strong>" + promiseCount + "</strong>")
        });

        promiseNo1.then(
            function(promiseCount) {
                document.getElementById("results").innerHTML = promiseCount;
            }
        )
    }

</script>
</body>
</html>
```

08_04

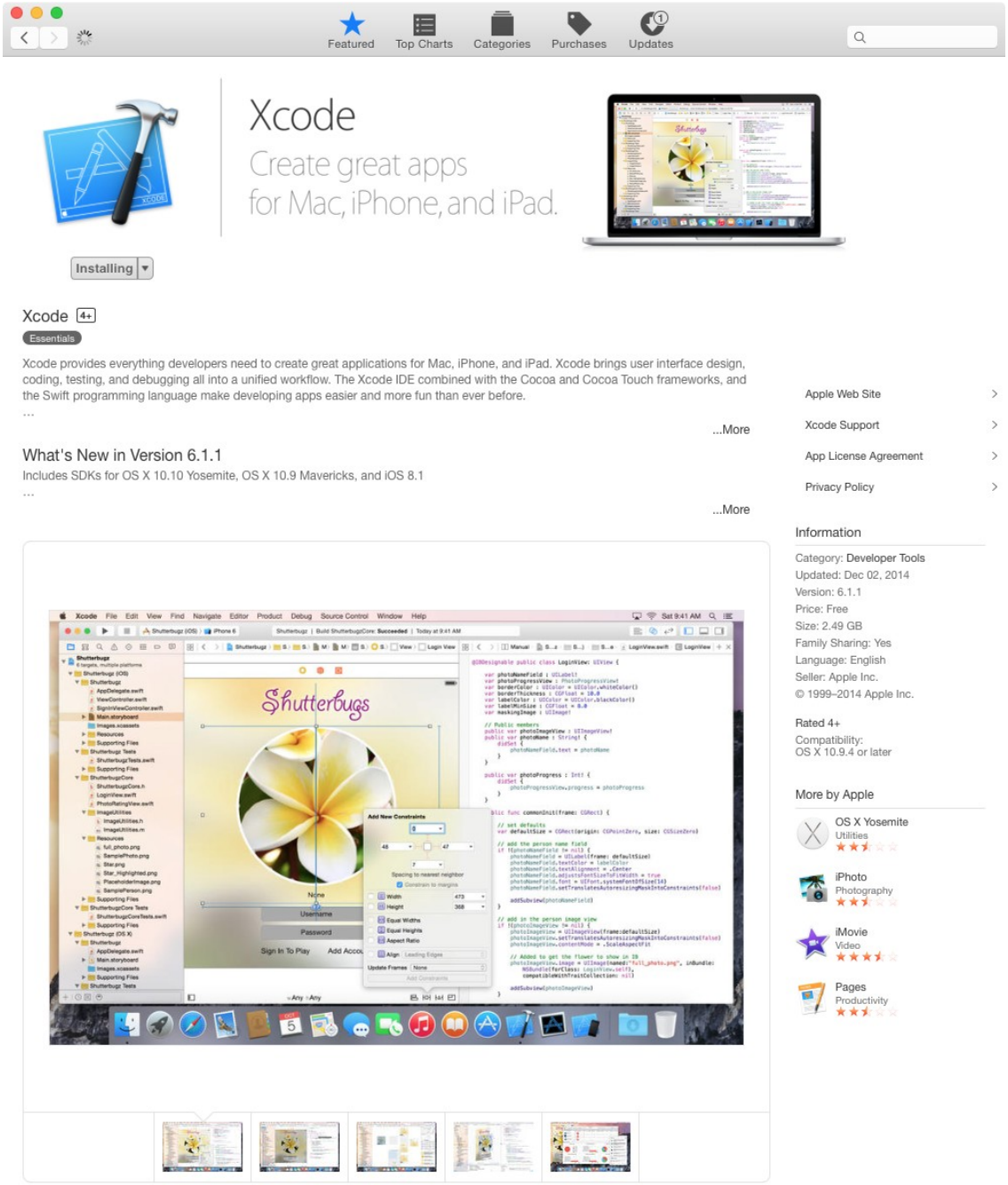
```
<!DOCTYPE HTML>
<html>
<head>
<meta charset="utf-8">
<title>Chapter 08 - 04</title>
<style type="text/css">
    body { font-family: monospace;  font-size: 1em; }
    #results { margin-top: 1em; }
</style>
</head>

<body>
<button onclick="makeAPromise()">Make A Promise</button>

<div id="results"></div>

<script type="text/javascript">

    function makeAPromise() {
        var timerCount = 0;
        document.getElementById("results").innerHTML +=
        timerCount + ": <strong>First</strong> count <br />";

        var promiseNo1 = new Promise(
        function(resolve) {
            for (var i = 0; i <= 1000; i++) {
                timerCount = i * Math.random();
            }
            resolve(timerCount);
        });
        promiseNo1.then(
            function(response) {
                var totalCount = response + timerCount;
                window.setTimeout(function(){
                    document.getElementById("results").innerHTML +=
                    totalCount +
                    ": <strong>Second</strong> count (delayed)<br />";
                }, timerCount);
            }
        ).then(
            function() {
                document.getElementById("results").innerHTML +=
                timerCount +  ": <strong>Third</strong> count <br />";
            }
        );
    }

</script>
</body>
</html>
```

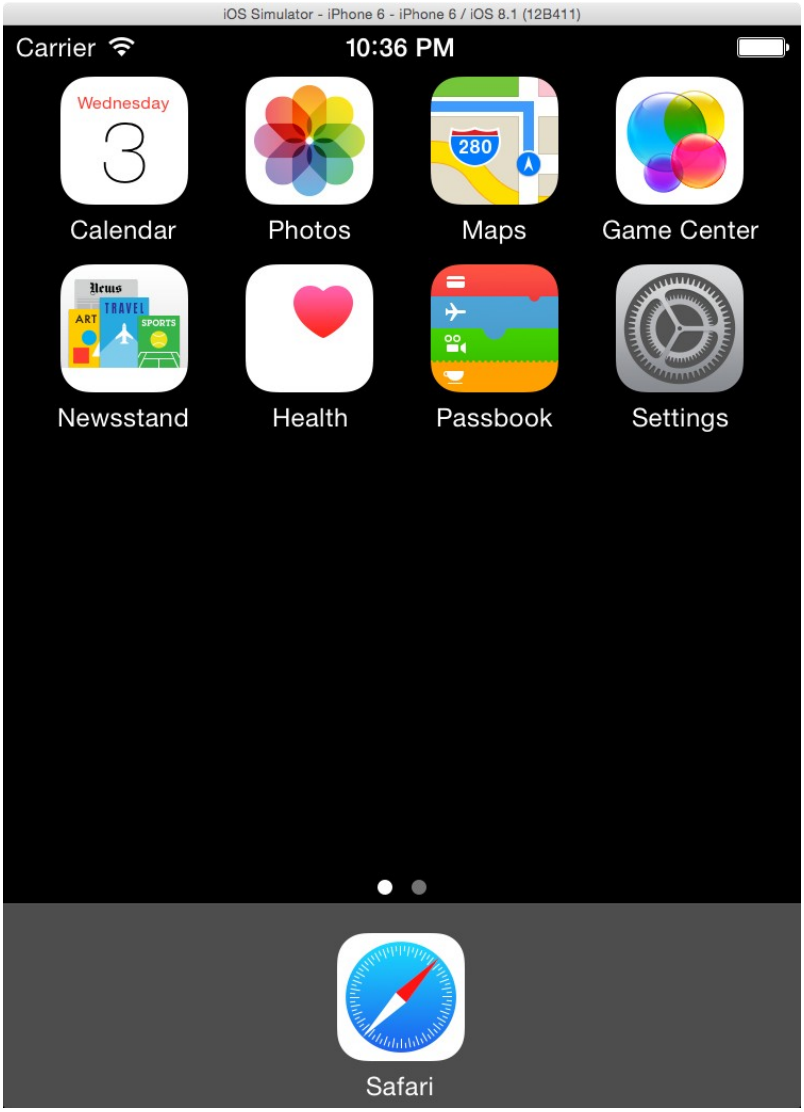


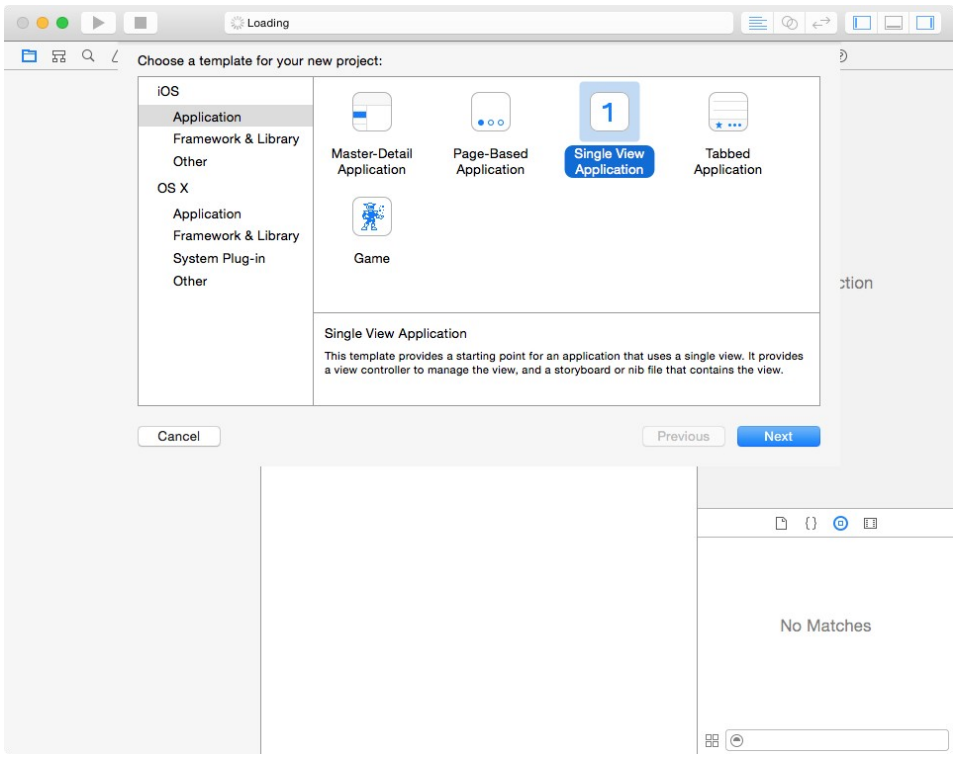
Make A Promise

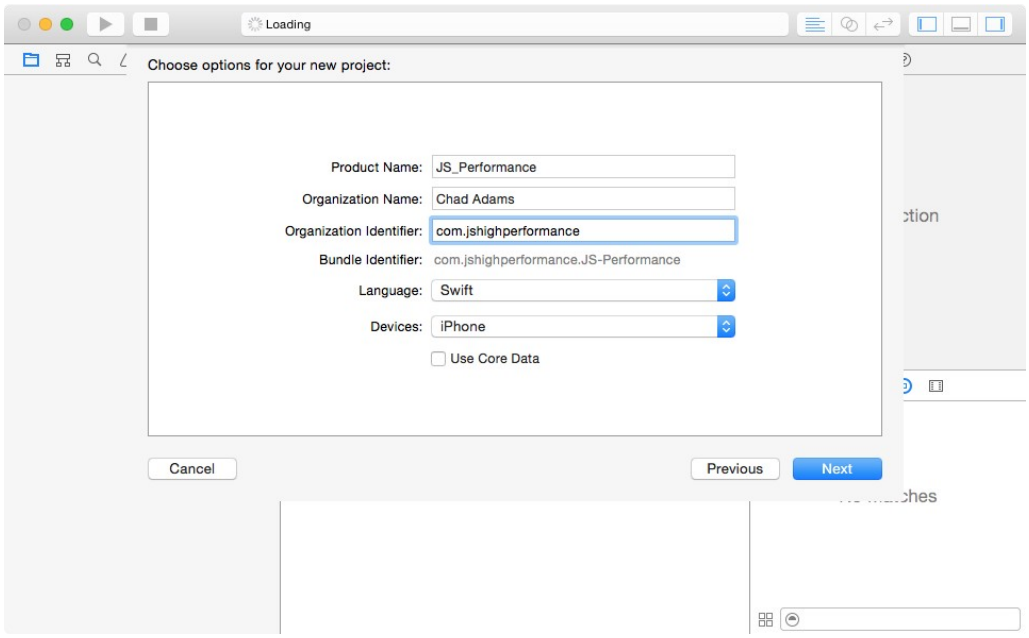
0: **First** count
791.1708613391966: **Third** count
1582.3417226783931: **Second** count (delayed)
0: **First** count
768.0629084352404: **Third** count
1536.1258168704808: **Second** count (delayed)
0: **First** count
569.6942526847124: **Third** count
1139.3885053694248: **Second** count (delayed)
0: **First** count
187.0323233306408: **Third** count
374.0646466612816: **Second** count (delayed)
0: **First** count
306.5192673821002: **Third** count
613.0385347642004: **Second** count (delayed)
0: **First** count
297.56293166428804: **Third** count
595.1258633285761: **Second** count (delayed)
0: **First** count
798.901405883953: **Third** count
1597.802811767906: **Second** count (delayed)

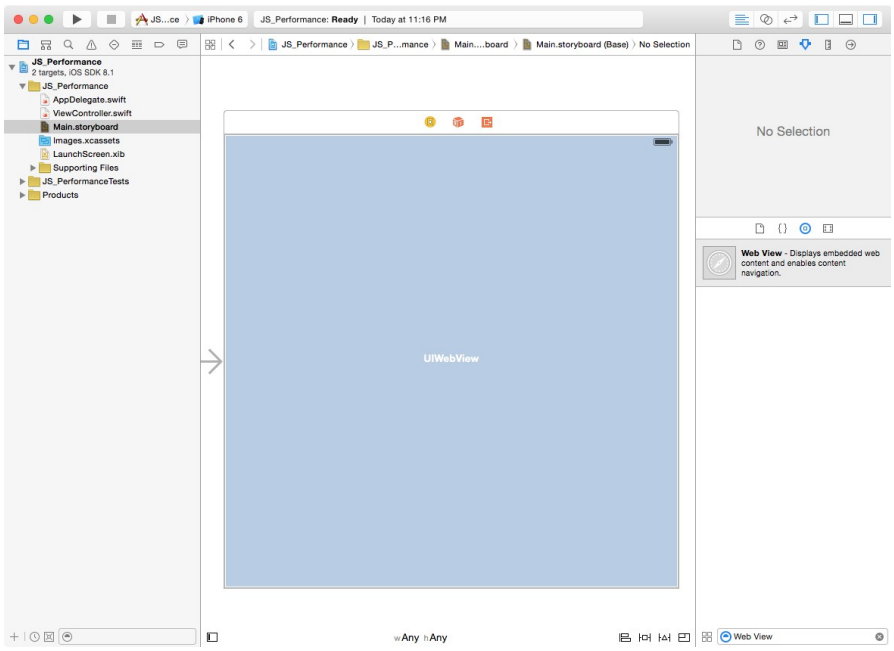
Chapter 9

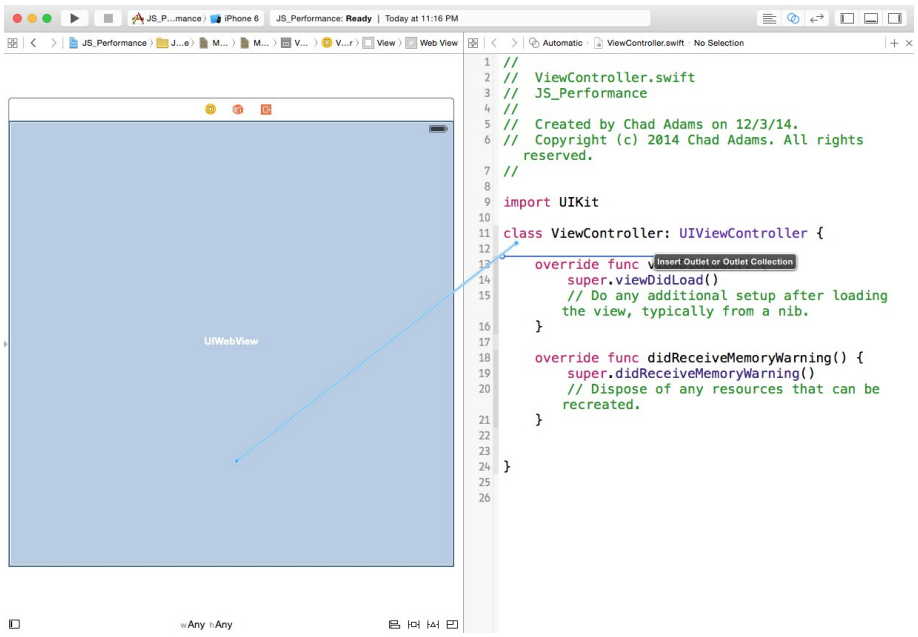

Featured
Top Charts
Categories
Purchases
Updates
Xcode
Create great apps
for Mac, iPhone, and iPad.
Installing
Xcode 4+
Essentials
Xcode provides everything developers need to create great applications for Mac, iPhone, and iPad. Xcode brings user interface design, coding, testing, and debugging all into a unified workflow. The Xcode IDE combined with the Cocoa and Cocoa Touch frameworks, and the Swift programming language make developing apps easier and more fun than ever before.
...More
What's New in Version 6.1.1
Includes SDKs for OS X 10.10 Yosemite, OS X 10.9 Mavericks, and iOS 8.1
...More
Apple Web Site
Xcode Support
App License Agreement
Privacy Policy
Information
Category: Developer Tools
Updated: Dec 02, 2014
Version: 6.1.1
Price: Free
Size: 2.49 GB
Family Sharing: Yes
Language: English
Seller: Apple Inc.
© 1999–2014 Apple Inc.
Rated 4+
Compatibility:
OS X 10.9.4 or later
More by Apple
OS X Yosemite
Utilities
iPhoto
Photography
iMovie
Video
Pages
Productivity


iOS Simulator - iPhone 6 - iPhone 6 / iOS 8.1 (12B411)
Carrier
10:36 PM
Wednesday
3
Calendar
Photos
280
Maps
Game Center
News
TRAVEL
ART
SPORTS
Newsstand
Health
Passbook
Settings
Safari

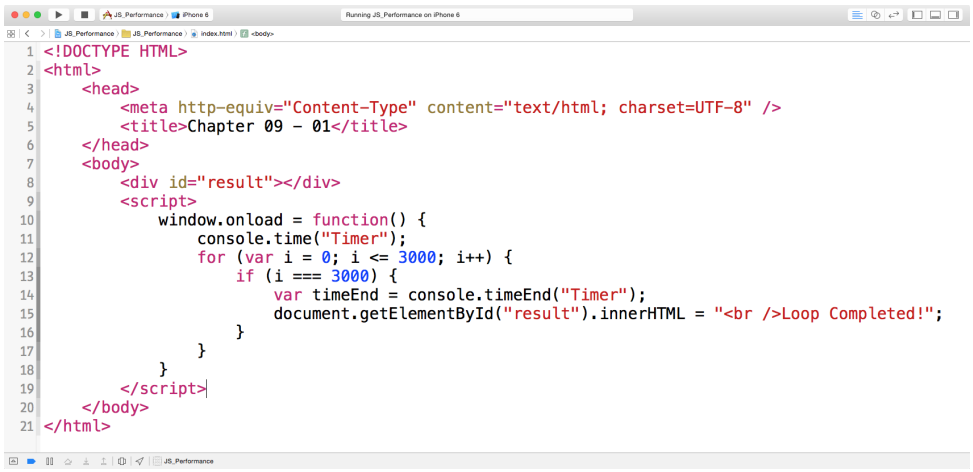

Loading
Choose a template for your new project:
iOS
Application
Framework & Library
Other
OS X
Application
Framework & Library
System Plug-in
Other
Master-Detail Application
Page-Based Application
Single View Application
Tabbed Application
Game
Single View Application
This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.
Cancel
Previous
Next
No Matches


Loading
Choose options for your new project:
Product Name: JS_Performance
Organization Name: Chad Adams
Organization Identifier: com.jshighperformance
Bundle Identifier: com.jshighperformance.JS-Performance
Language: Swift
Devices: iPhone
Use Core Data
Cancel
Previous
Next

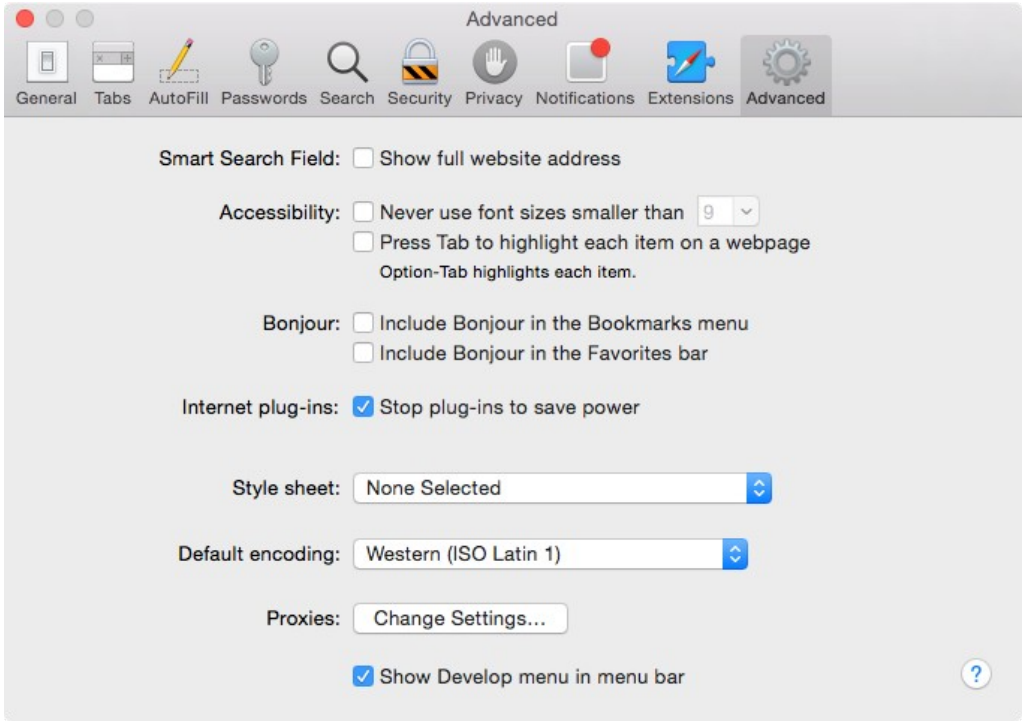

JS_Performance: Ready | Today at 11:16 PM
JS_Performance
2 targets, iOS SDK 8.1
JS_Performance
AppDelegate.swift
ViewController.swift
Main.storyboard
Images.xcassets
LaunchScreen.xib
Supporting Files
JS_PerformanceTests
Products
Main.storyboard (Base)
No Selection
UIWebView
Web View - Displays embedded web content and enables content navigation.
wAny hAny
Web View

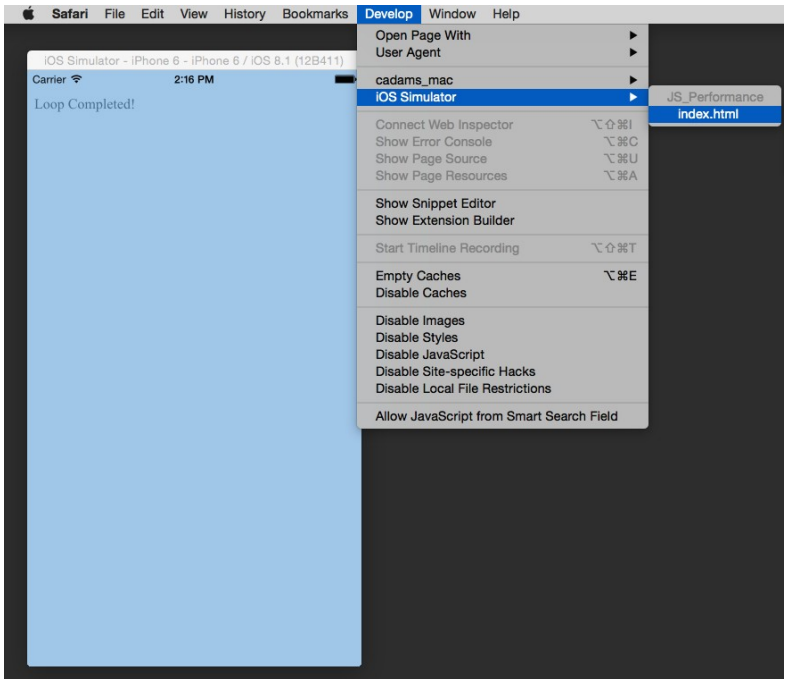

JS_Performance: Ready | Today at 11:16 PM
ViewController.swift
No Selection
UIWebView
wAny hAny
//
// ViewController.swift
// JS_Performance
//
// Created by Chad Adams on 12/3/14.
// Copyright (c) 2014 Chad Adams. All rights reserved.
//
import UIKit
class ViewController: UIViewController {
override func v
Insert Outlet or Outlet Collection
super.viewDidLoad()
// Do any additional setup after loading the view, typically from a nib.
}
override func didReceiveMemoryWarning() {
super.didReceiveMemoryWarning()
// Dispose of any resources that can be recreated.
}
}

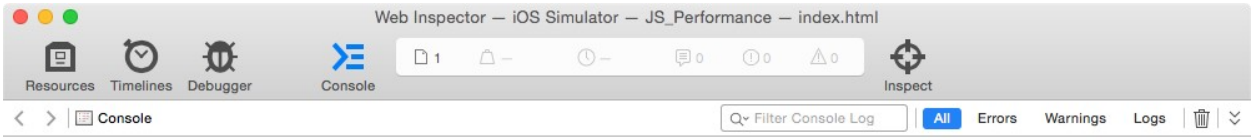
```swift
//
//  ViewController.swift
//  JS_Performance
//
//  Created by Chad Adams on 12/3/14.
//  Copyright (c) 2014 Chad Adams. All rights reserved.
//

import UIKit

class ViewController: UIViewController {
    @IBOutlet weak var webview: UIWebView!

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.

        let bundle = NSBundle.mainBundle()
        let pathofhtml = bundle.pathForResource("index", ofType: "html")

        webview.loadRequest(NSURLRequest(URL: NSURL(fileURLWithPath: pathofhtml!)!))

    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


}

```



```
<!DOCTYPE HTML>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
        <title>Chapter 09 - 01</title>
    </head>
    <body>
        <div id="result"></div>
        <script>
            window.onload = function() {
                console.time("Timer");
                for (var i = 0; i <= 3000; i++) {
                    if (i === 3000) {
                        var timeEnd = console.timeEnd("Timer");
                        document.getElementById("result").innerHTML = "<br />Loop Completed!";
                    }
                }
            }
        </script>
    </body>
</html>
```

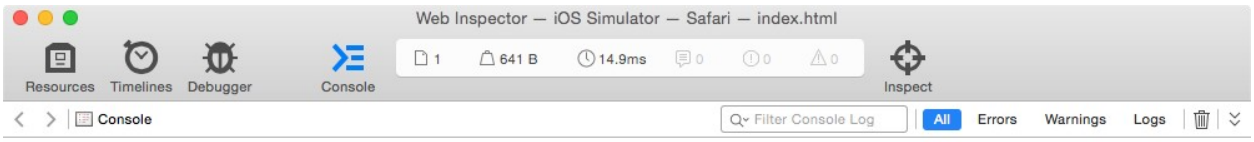




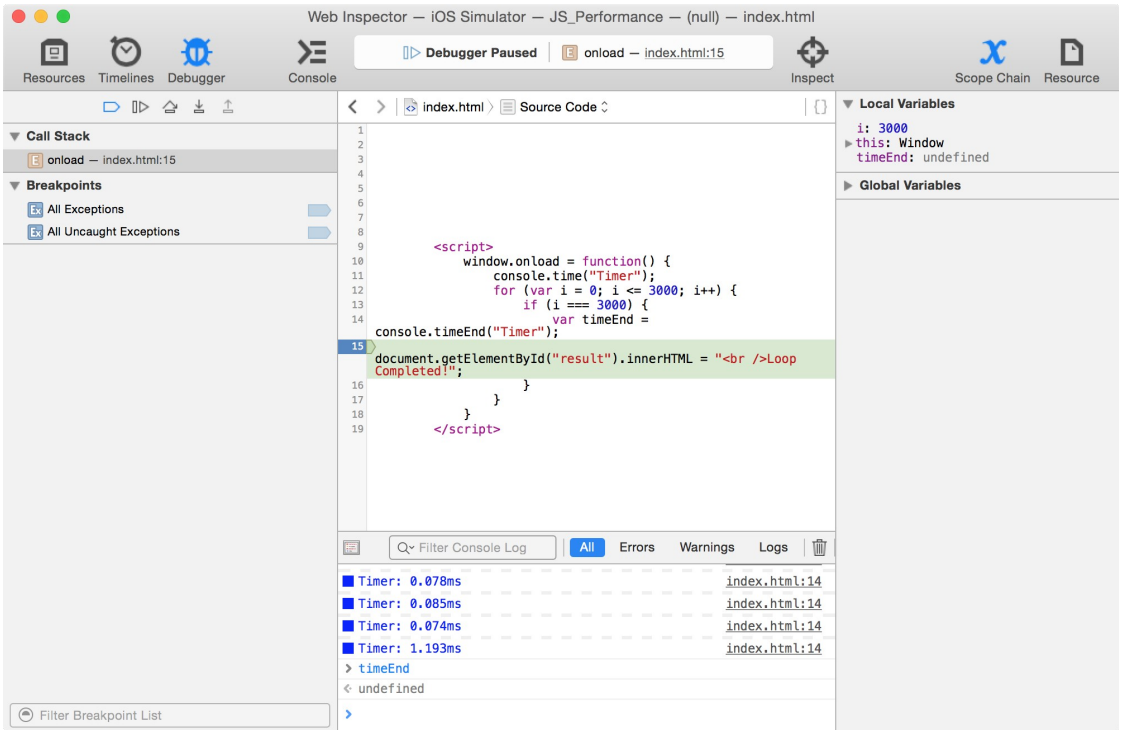


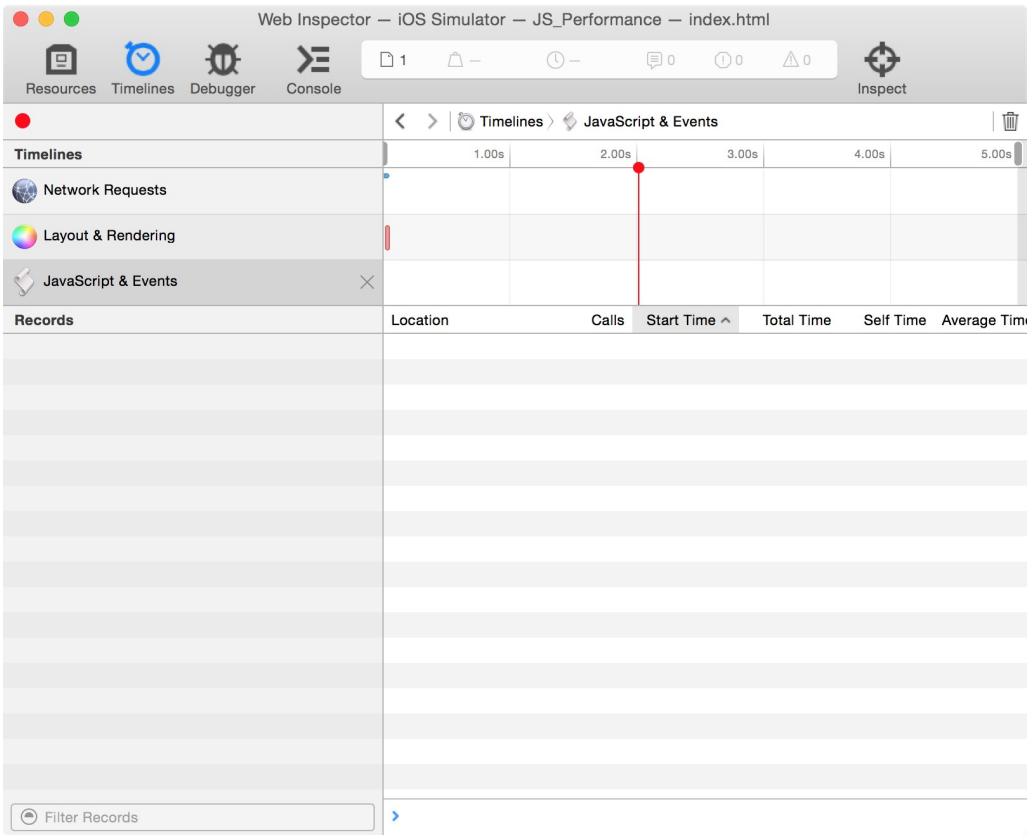
Timer: 0.081ms index.html:14

›

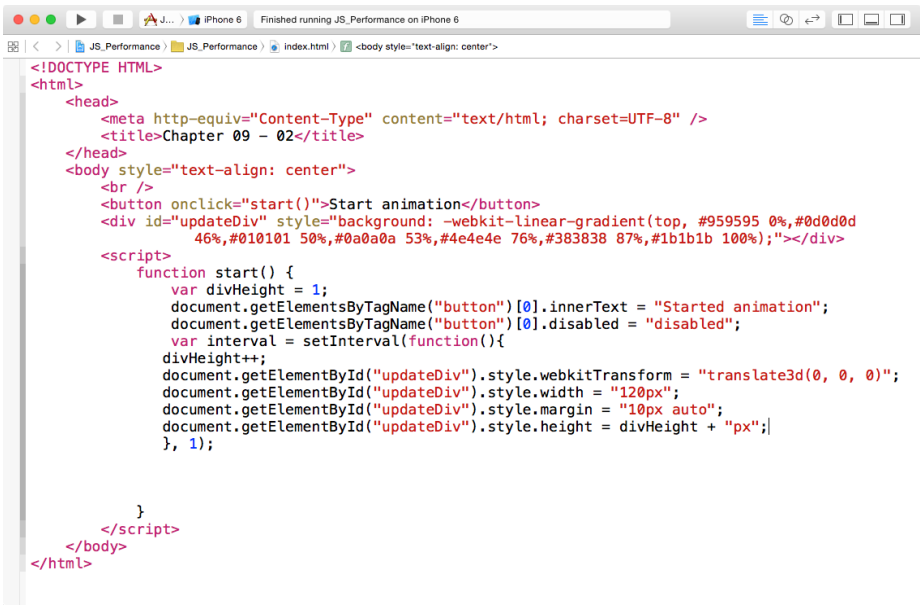

Web Inspector — iOS Simulator — Safari — index.html
Resources
Timelines
Debugger
Console
1
641 B
14.9ms
Inspect
Console
Filter Console Log
All
Errors
Warnings
Logs


Timer: 0.070ms
index.html:14


Web Inspector — iOS Simulator — JS_Performance — (null) — index.html
Resources
Timelines
Debugger
Console
Debugger Paused
onload — index.html:15
Inspect
Scope Chain
Resource
Call Stack
onload — index.html:15
Breakpoints
All Exceptions
All Uncaught Exceptions
Filter Breakpoint List
index.html
Source Code
<script>
window.onload = function() {
console.time("Timer");
for (var i = 0; i <= 3000; i++) {
if (i === 3000) {
var timeEnd =
console.timeEnd("Timer");
document.getElementById("result").innerHTML = "
Loop Completed!";
}
}
}
</script>
Local Variables
i: 3000
this: Window
timeEnd: undefined
Global Variables
Filter Console Log
All
Errors
Warnings
Logs
Timer: 0.078ms
index.html:14
Timer: 0.085ms
index.html:14
Timer: 0.074ms
index.html:14
Timer: 1.193ms
index.html:14
timeEnd
undefined

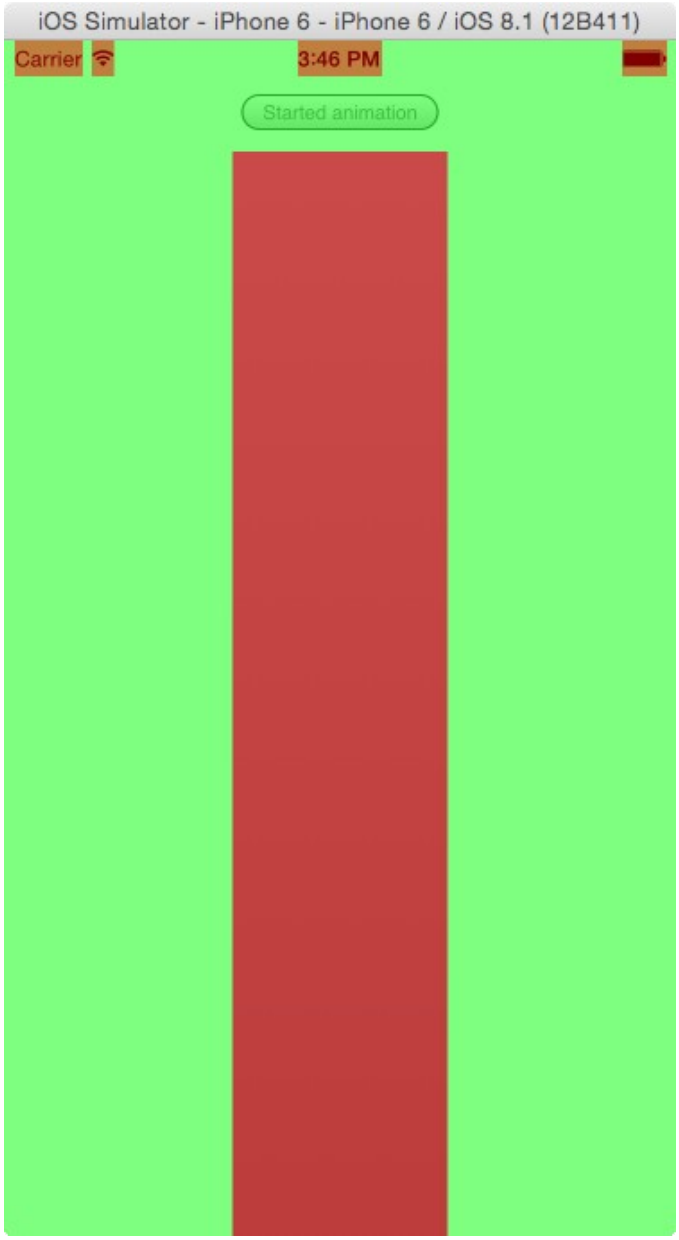

Web Inspector — iOS Simulator — JS_Performance — index.html
Resources
Timelines
Debugger
Console
Inspect
Timelines
JavaScript & Events
Timelines
1.00s
2.00s
3.00s
4.00s
5.00s
Network Requests
Layout & Rendering
JavaScript & Events
Records
Location
Calls
Start Time
Total Time
Self Time
Average Tim
Filter Records


iOS Simulator - iPhone 6 - iPhone 6 / iOS 8.1 (12B411)
Carrier
3:12 PM
Loop Completed!

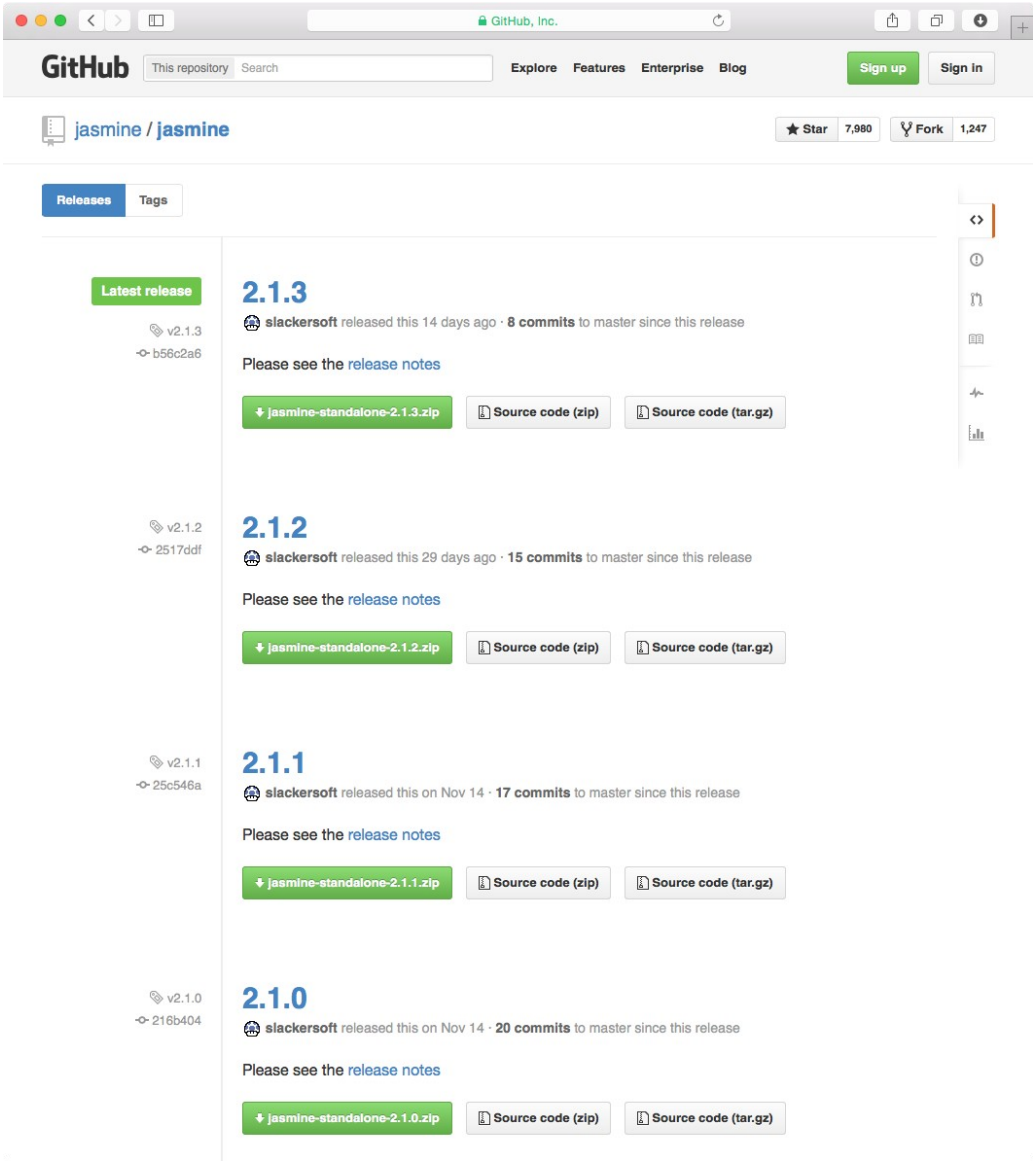

J... iPhone 6
Finished running JS_Performance on iPhone 6
JS_Performance JS_Performance index.html <body style="text-align: center">
<!DOCTYPE HTML>
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<title>Chapter 09 - 02</title>
</head>
<body style="text-align: center">

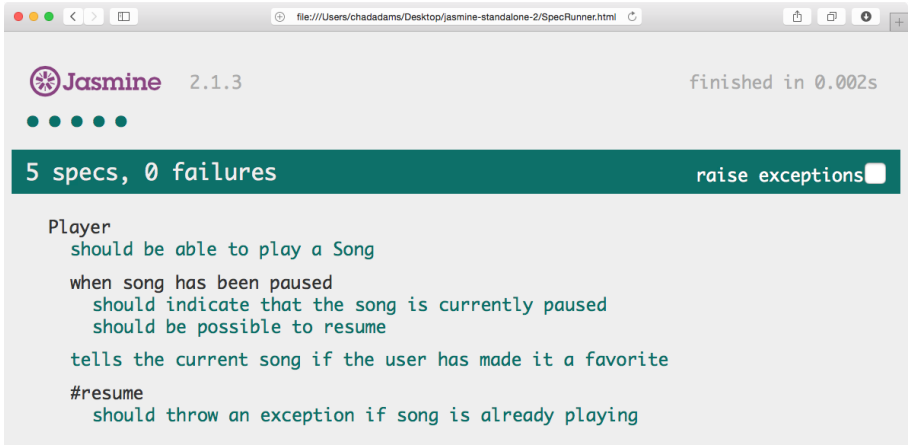
<button onclick="start()">Start animation</button>

<script>
function start() {
var divHeight = 1;
document.getElementsByTagName("button")[0].innerText = "Started animation";
document.getElementsByTagName("button")[0].disabled = "disabled";
var interval = setInterval(function(){
divHeight++;
document.getElementById("updateDiv").style.webkitTransform = "translate3d(0, 0, 0)";
document.getElementById("updateDiv").style.width = "120px";
document.getElementById("updateDiv").style.margin = "10px auto";
document.getElementById("updateDiv").style.height = divHeight + "px";
}, 1);
}
</script>
</body>
</html>


iOS Simulator - iPhone 6 - iPhone 6 / iOS 8.1 (12B411)
Carrier
3:46 PM
Started animation

Chapter 10

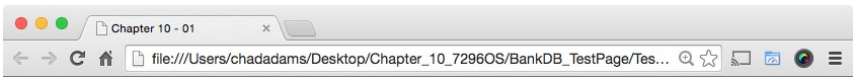

GitHub, Inc.
GitHub
This repository
Search
Explore
Features
Enterprise
Blog
Sign up
Sign in
jasmine / jasmine
Star 7,980
Fork 1,247
Releases
Tags
Latest release
v2.1.3
b56c2a6
2.1.3
slackersoft released this 14 days ago · 8 commits to master since this release
Please see the release notes
jasmine-standalone-2.1.3.zip
Source code (zip)
Source code (tar.gz)
v2.1.2
2517ddf
2.1.2
slackersoft released this 29 days ago · 15 commits to master since this release
Please see the release notes
jasmine-standalone-2.1.2.zip
Source code (zip)
Source code (tar.gz)
v2.1.1
25c546a
2.1.1
slackersoft released this on Nov 14 · 17 commits to master since this release
Please see the release notes
jasmine-standalone-2.1.1.zip
Source code (zip)
Source code (tar.gz)
v2.1.0
216b404
2.1.0
slackersoft released this on Nov 14 · 20 commits to master since this release
Please see the release notes
jasmine-standalone-2.1.0.zip
Source code (zip)
Source code (tar.gz)


file:///Users/chadadams/Desktop/jasmine-standalone-2/SpecRunner.html
Jasmine 2.1.3
finished in 0.002s
5 specs, 0 failures
raise exceptions
Player
should be able to play a Song
when song has been paused
should indicate that the song is currently paused
should be possible to resume
tells the current song if the user has made it a favorite
#resume
should throw an exception if song is already playing

10_01

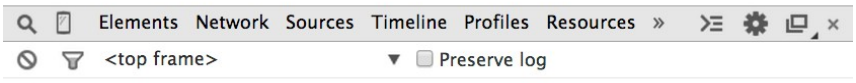
10_01

```
// Gender Enumeration
var Gender;
(function (Gender) {
    Gender[Gender["Male"] = 0] = "Male";
    Gender[Gender["Female"] = 1] = "Female";
    Gender[Gender["Alien"] = 2] = "Alien";
})(Gender || (Gender = {}));

// @class BankDB - Client-side database class object, with common query functions.
var BankDB = (function () {
    function BankDB(_customer) {
        this.customerID = _customer.customerID;
        this.customerBalance = _customer.customerBalance;
        this.customerName = _customer.customerName;
        this.customerCity = _customer.customerCity;
        this.customerGender = _customer.customerGender;
        this.customerMarried = _customer.customerMarried;
    }

    BankDB.prototype.requestCustomerCityName = function () {
        return "City: " + this.customerCity;
    };

    BankDB.prototype.requestBankBalance = function () {
        var stringBalance = "Balance: $" + this.customerBalance;
        return stringBalance;
    };

    BankDB.prototype.requestCustomerGreeting = function () {
        var stringBalance;
        switch (this.customerGender) {
            case 0:
                stringBalance = "Hello Mr. " + this.customerName[1] + ".";
                break;
            case 1:
                if (this.customerMarried) {
                    stringBalance = "Hello Mrs. " + this.customerName[1] + ".";
                }
                else {
                    stringBalance = "Hello Miss. " + this.customerName[1] + ".";
                }
                break;
            case 2:
                stringBalance = "Live long and prosper " + this.customerName[1] + ".";
                break;
            default:
                stringBalance = "Hello " + this.customerName[1] + ".";
                break;
        }
        return stringBalance;
    };
    return BankDB;
})();

// New Customer data value
var newCustomer = {
    customerID: 54323421,
    customerName: "Leonard Adams",
    customerBalance: "40000",
    customerCity: "Raymore",
    customerGender: 0 /* Male */,
    customerMarried: 'false'
};

// New request to the client-side database.
var request = new BankDB(newCustomer);
document.body.style.fontFamily = "'Segoe UI', Helvetica, Arial, sans-serif";
document.body.style.fontSize = "2em";
document.body.style.textAlign = "center";
document.body.innerHTML += "<br />" + request.requestCustomerGreeting();
document.body.innerHTML += "<br />" + request.requestCustomerCityName();
document.body.innerHTML += "<hr /><br /><strong>" + request.requestBankBalance() + "</strong>";

```



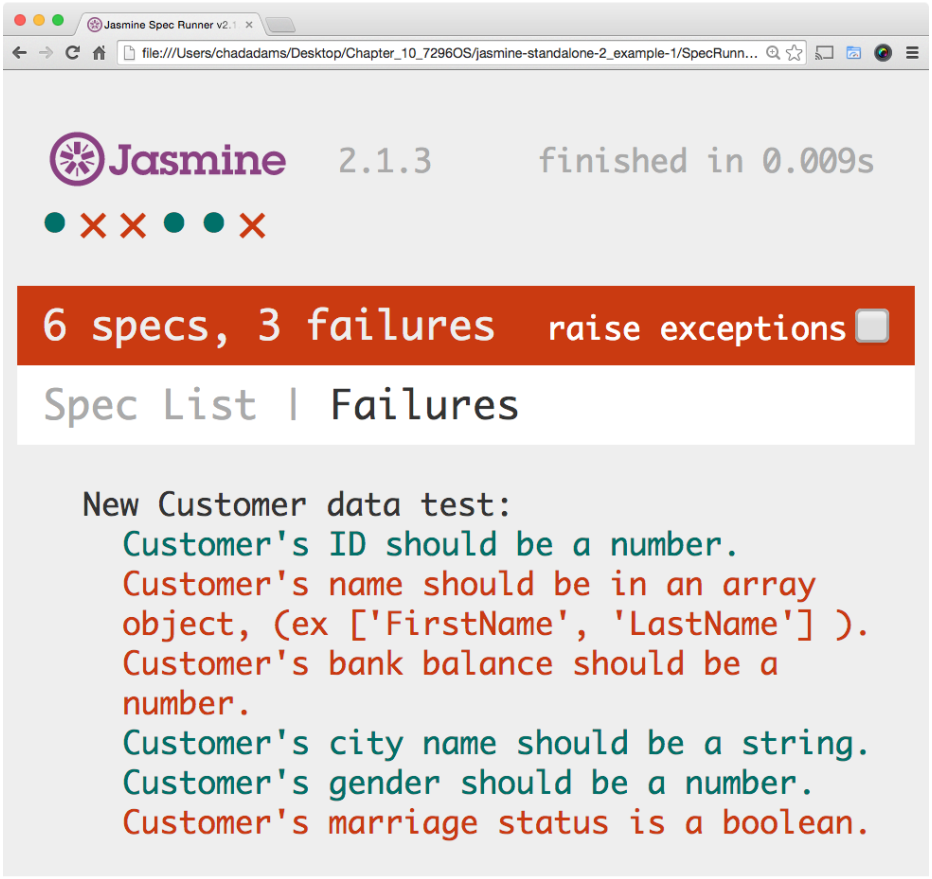
Hello Mr. e.
City: Raymore

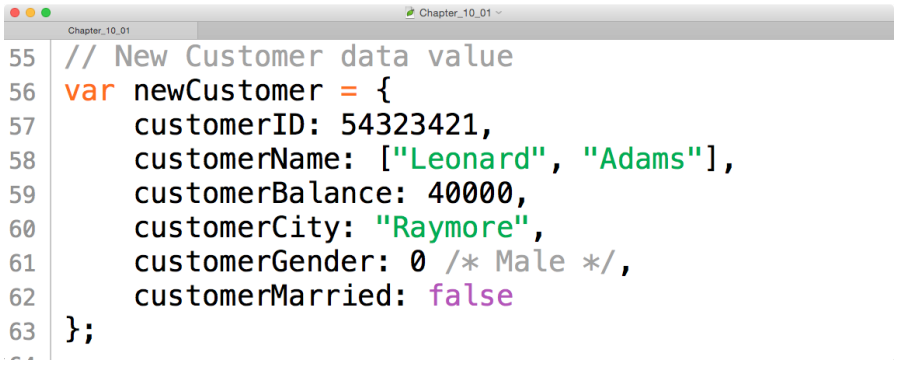
Balance: $40000

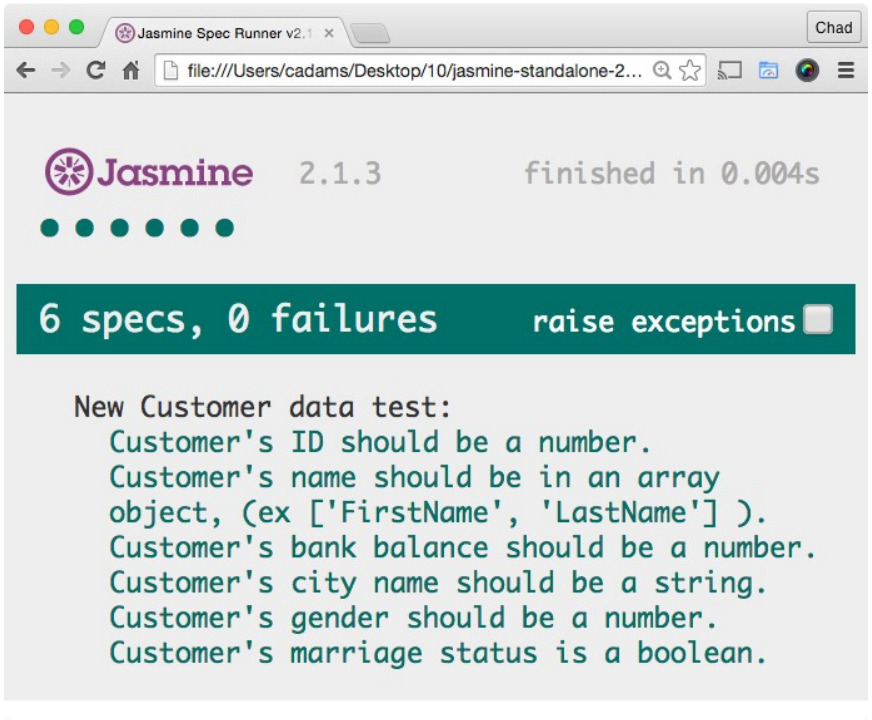


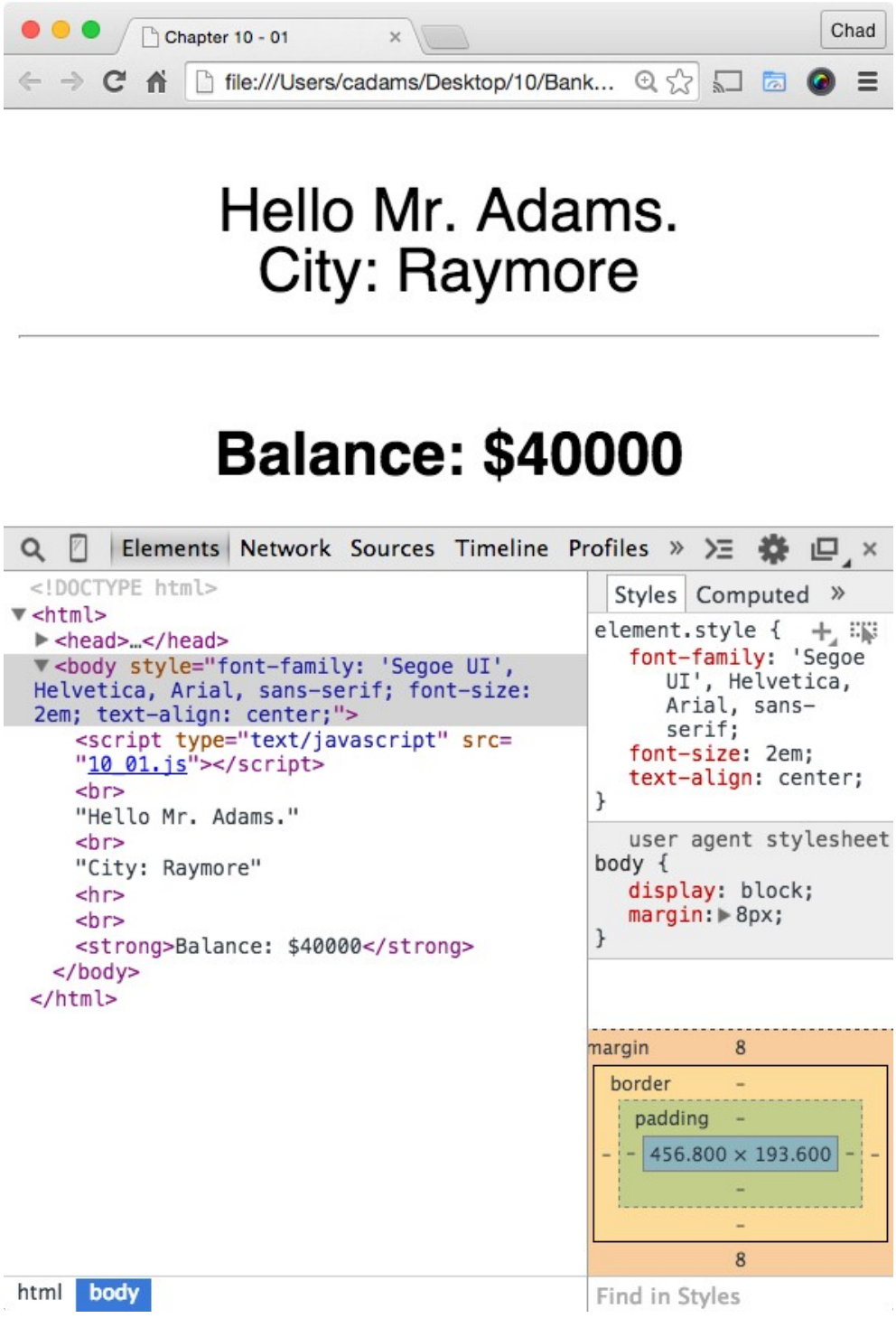
Chapter_10_01Spec.js

```
describe("New Customer data test: ", function() {

    it("Customer's ID should be a number.", function() {
        expect(typeof newCustomer.customerID).toEqual("number");
    });

    it("Customer's name should be in an array object, (ex ['FirstName', 'LastName'] ).",
        function() {
        expect(typeof newCustomer.customerName).toEqual("object");
    });

    it("Customer's bank balance should be a number.", function() {
        expect(typeof newCustomer.customerBalance).toEqual("number");
    });

    it("Customer's city name should be a string.", function() {
        expect(typeof newCustomer.customerCity).toEqual("string");
    });

    it("Customer's gender should be a number.", function() {
        expect(typeof newCustomer.customerGender).toEqual("number");
    });

    it("Customer's marriage status is a boolean.", function() {
        expect(typeof newCustomer.customerMarried).toEqual("boolean");
    });

});

```


Jasmine Spec Runner v2.1
file:///Users/chadadams/Desktop/Chapter_10_7296OS/jasmine-standalone-2_example-1/SpecRunn...
Jasmine 2.1.3 finished in 0.009s
6 specs, 3 failures raise exceptions
Spec List | Failures
New Customer data test:
Customer's ID should be a number.
Customer's name should be in an array object, (ex ['FirstName', 'LastName']).
Customer's bank balance should be a number.
Customer's city name should be a string.
Customer's gender should be a number.
Customer's marriage status is a boolean.


Chapter_10_01
Chapter_10_01
55 // New Customer data value
56 var newCustomer = {
57 customerID: 54323421,
58 customerName: ["Leonard", "Adams"],
59 customerBalance: 40000,
60 customerCity: "Raymore",
61 customerGender: 0 /* Male */,
62 customerMarried: false
63 };


Jasmine Spec Runner v2.1
Chad
file:///Users/cadams/Desktop/10/jasmine-standalone-2...
Jasmine 2.1.3
finished in 0.004s
6 specs, 0 failures
raise exceptions
New Customer data test:
Customer's ID should be a number.
Customer's name should be in an array
object, (ex ['FirstName', 'LastName']).
Customer's bank balance should be a number.
Customer's city name should be a string.
Customer's gender should be a number.
Customer's marriage status is a boolean.


Chapter 10 - 01
Chad
file:///Users/cadams/Desktop/10/Bank...
Hello Mr. Adams.
City: Raymore
Balance: $40000
Elements
Network
Sources
Timeline
Profiles
<!DOCTYPE html>
<html>
<head>…</head>
<body style="font-family: 'Segoe UI', Helvetica, Arial, sans-serif; font-size: 2em; text-align: center;">
<script type="text/javascript" src="10_01.js"></script>

"Hello Mr. Adams."

"City: Raymore"
<hr>

Balance: $40000
</body>
</html>
Styles
Computed
element.style {
font-family: 'Segoe UI', Helvetica, Arial, sans-serif;
font-size: 2em;
text-align: center;
}
user agent stylesheet
body {
display: block;
margin: 8px;
}
margin 8
border -
padding -
456.800 × 193.600
html
body
Find in Styles