

Responsible Responsive Design Scott Jehl

Strengthen family and community engagement to promote equity and increase student success! When schools, families, and communities collaborate and share responsibility for students' education, more students succeed in school. Based on 30 years of research and fieldwork, this fourth edition of a bestseller provides tools and guidelines to use to develop more effective and equitable programs of family and community engagement. Written by a team of well-known experts, this foundational text demonstrates a proven approach to implement and sustain inclusive, goal-oriented programs. Readers will find: Many examples and vignettes Rubrics and checklists for implementation of plans CD-ROM complete with slides and notes for workshop presentations

Learn how to think beyond the desktop and craft beautiful designs that anticipate and respond to your users' needs. The author will explore CSS techniques and design principles, including fluid grids, flexible images, and media queries, demonstrating how you can deliver a quality experience to your users no matter how large (or small) their display.

Educate the whole child by building a culture of collaboration in your school! This book for K–12 general and special education teachers, administrators, and student support specialists explores how to make collaboration and coordination work, who takes responsibility for the process, and why collaboration is central to improving outcomes for students with complex learning needs. The author: Discusses the roles, responsibilities, and relationships between school professionals, community agencies, and service providers Offers case examples as real-world illustrations of collaboration Emphasizes important developmental transitions from the elementary years through high school and after

CSS3 brings a mass of changes, additions, and improvements to CSS across a range of new modules. Web designers and developers now have a whole host of new techniques up their sleeves, from working with colors and fonts accurately, to using media queries to ensure correct styling across a multitude of devices. But all of these new technologies bring more tags to learn and more avenues for things to go wrong. CSS3 Solutions provides a collection of solutions to all of the most common CSS3 problems. Every solution contains sample code that is production-ready and can be applied to any project.

Deliver an optimal user experience to all devices—including tablets, smartphones, feature phones, laptops, and large screens—by learning the basics of responsive web design. In this hands-on guide, UX designer Clarissa Peterson explains how responsive web design works, and takes you through a responsive workflow from project kickoff to site launch. Ideal for anyone involved in the process of creating websites—not just developers—this book teaches you fundamental strategies and techniques for using HTML and CSS to design websites that not only adapt to any screen size, but also use progressive enhancement to provide a better user experience based on device capabilities such as touchscreens and retina displays. Start with content strategy before creating a visual design Learn why your default design should be for the narrowest screens Explore the HTML elements and CSS properties essential for responsive web design Use media queries to display different CSS styles based on a device's viewport width Handle elements such as images, typography, and navigation Use performance optimization techniques to make your site lighter and faster

Push your HTML and CSS skills to the limit and build professional grade, responsive websites About This Book • Take your RWD skills to the next level with HTML5 and CSS3 best practices that will give you a solid foundation to build out from • Harness the power of the CSS pre-processor Sass to speed up the creation of your CSS • Each chapter dives deep in to different aspects of RWD and is designed to get you up to speed with the latest developments in professional web design Who This Book Is For If you're already building responsive designs and are looking to level up your skills, then Mastering Responsive Web Design is the book for

you. Regardless of whether you're a web designer, or web developer, you'll find something here to help you in your responsive design journey.

What You Will Learn

- Install and use Sass with SCSS syntax to create your CSS
- Use HTML5 tags the right way, for the right type of content
- Enhance the experience of users with assistive technology with ARIA roles
- Design with a desktop-first approach, but implement with mobile-first methodology
- Master your layouts by creating your own scalable CSS grid, or using Flexbox for total layout flexibility
- Retrofit your old web sites with your new responsive design skills
- Deal with legacy browsers, and learn how to keep your designs consistent
- Implement widely used responsive patterns, such as the “drawer navigation”, the “off-canvas” and the “flexbox-based” navigation patterns
- Find the best way to serve the right type of image and how to make videos responsive
- Build custom responsive emails to ensure the message gets across regardless of the device

In Detail

Building powerful and accessible websites and apps using HTML5 and CSS3 is a must if we want to create memorable experiences for our users. In the ever-changing world of web design and development, being proficient in responsive web design is no longer an option: it is mandatory. Each chapter will take you one step closer to becoming an expert in RWD. Right from the start your skills will be pushed as we introduce you to the power of Sass, the CSS preprocessor, to increase the speed of writing repetitive CSS tasks. We'll then use simple but meaningful HTML examples, and add ARIA roles to increase accessibility. We'll also cover when desktop-first or mobile-first approaches are ideal, and strategies to implement a mobile-first approach in your HTML builds. After this we will learn how to use an easily scalable CSS grid or, if you prefer, how to use Flexbox instead. We also cover how to implement images and video in both responsive and responsible ways. Finally, we build a solid and elegant typographic scale, and make sure your messages and communications display correctly with responsive emails.

Style and approach

Designing and developing for the web should be fun, and that's the tone used in the book. This book is written in a step-by-step format with clean-cut examples. You will also find tips and notes all over the book to help clarify those small and simple details most books and tutorials assume you already know. Master the design techniques and practical skills needed to build Shopify themes and make you and your clients profitable. An increasing number of businesses use Shopify and all of them need a well-designed theme to turn visitors into customers. Designers and developers that can deliver such themes create value for their clients and customers — and get paid accordingly. Written by Shopify Plus expert Gavin Ballard, this book teaches you how to apply your existing web development skills to the development of Shopify themes. Along the way, we'll highlight the differences you will encounter and how you can use Liquid, Shopify's templating language. You will understand the key tools, workflows, principles and processes that help experienced Shopify developers build amazing themes. This book is the first dedicated to Shopify theme development and is invaluable for any web or Ecommerce professional looking to add Shopify skills to their tool belt – add it to your library today.

What You Will Learn

- Use your existing web development skills to master Shopify themes and new technologies like Liquid and Slate
- Apply appropriate Shopify principles to the design of Ecommerce sites
- Employ strategies and technical skills to get the most out of a Shopify theme
- Examine advanced workflow and deployment techniques for delivering Shopify themes

Who This Book Is For

This book assumes familiarity with common web technologies (HTML, CSS, JavaScript) but does not assume any significant prior knowledge of Shopify themes. Anyone with existing web design and development skills will find this book invaluable in bridging the knowledge gap when starting out with Shopify theme development. There's value for those more familiar with Shopify themes as well - whether it's learning some advanced workflow and deployment techniques, becoming acquainted with Shopify's brand new theme framework Slate, or just stepping back to consider Ecommerce design principles at a higher level. The fourth edition of this well-known text continues the mission of its predecessors "to help

teachers link creativity research and theory to the everyday activities of classroom teaching. Part I (chs 1-5) includes information on models and theories of creativity, characteristics of creative people, and talent development. Part II (chapters 6-10) includes strategies explicitly designed to teach creative thinking, to weave creative thinking into content area instruction, and to organize basic classroom activities (grouping, lesson planning, assessment, motivation and classroom organization) in ways that support students' creativity. Changes in this Edition: Improved Organization -- This edition has been reorganized from 8 to 10 chapters allowing the presentation of theoretical material in clearer, more manageable chunks. New Material -- In addition to general updating, there are more examples involving middle and secondary school teaching, more examples linking creativity to technology, new information on the misdiagnosis of creative students as ADHD, and more material on cross-cultural concepts of creativity, collaborative creativity, and linking creativity to state standards. Pedagogy & Design -- Chapter-opening vignettes, within-chapter reflection questions and activities, sample lesson ideas from real teachers, and end-of-chapter journaling activities help readers adapt content to their own teaching situations. Also, a larger trim makes the layout more open and appealing and a single end-of-book reference section makes referencing easier. Targeted specifically to educators (but useful to others), this book is suitable for any course that deals wholly or partly with creativity in teaching, teaching the gifted and talented, or teaching thinking and problem solving. Such courses are variously found in departments of special education, early childhood education, curriculum and instruction, or educational psychology.

Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques.

Provides information on using CSS3 to build user interfaces, covering such topics as templates, fonts and text, animated effects, icons, layout, and adaptive design. For a couple of decades now, designers have used Photoshop to mock up Web page designs. However, that work generally results in a static graphic of the page, which has to be translated by a developer into the components of a Web page: HTML files and Web-compatible image files. Our multi-device world has shown us that this approach to web design, including full-page comps done in Photoshop, is increasingly problematic. Modern web designers are adopting a new approach: creating flexible web pages whose layout can adapt to suit the screen on which they are displayed. This is "Responsive Web Design" [RWD]. Until now, books on designing responsive Web sites have focused on HTML and CSS – in other words, they've been very code-centric, and visual creativity seems to take a back seat. This new book is aimed at the visual Web designer who's accustomed to working in Photoshop. Adobe Photoshop CC contains many new features that help streamline the process of converting a static page design to a set of components for a responsive web page. Dan Rose is one of the best-known advocates of this new way of working in Photoshop. He's observed that only a few people are talking about Photoshop for RWD constructively, yet a majority (63% as of his last informal poll) of web designers are using Photoshop for more than simple asset creation. This transition is a pain point for many designers. His new book will balance coverage of conceptual issues (how to fit tools like Photoshop to the design workflow rather than fitting a workflow to the tools) with practical design exercises tailored to help communicate the overall

design direction of the page while respecting the needs of the fluid Web. In addition, he will introduce methods for taking HTML back into Photoshop for further refinement.

Women run wind tunnel experiments, direct air traffic, and fabricate airplanes. American women have been involved with flight from the beginning, but until 1940, most people believed women could not fly, that Amelia Earhart was an exception to the rule. World War II changed everything. "It is on the record that women can fly as well as men," stated General Henry H. Arnold, commanding general of the Army Air Forces. The question became "Should women fly?" Deborah G. Douglas tells the story of this ongoing debate and its impact on American history. From Jackie Cochran, whose perseverance led to the formation of the Women's Army Service Pilots (WASP) during World War II to the recent achievements of Jeannie Flynn, the Air Force's first woman fighter pilot and Eileen Collins, NASA's first woman shuttle commander, Douglas introduces a host of determined women who overcame prejudice and became military fliers, airline pilots, and air and space engineers. Not forgotten are stories of flight attendants, air traffic controllers, and mechanics. *American Women and Flight since 1940* is a revised and expanded edition of a Smithsonian National Air and Space Museum reference work. Long considered the single best reference work in the field, this new edition contains extensive new illustrations and a comprehensive bibliography.

Best-selling author, designer, and web standards evangelist Jeffrey Zeldman has revisited his classic, industry-shaking guidebook. Updated in collaboration with co-author Ethan Marcotte, this third edition covers improvements and challenges in the changing environment of standards-based design. Written in the same engaging and witty style, making even the most complex information easy to digest, *Designing with Web Standards* remains your essential guide to creating sites that load faster, reach more users, and cost less to design and maintain. Substantially revised—packed with new ideas How will HTML5, CSS3, and web fonts change your work? Learn new strategies for selling standards Change what "IE6 support" means "Occasionally (very occasionally) you come across an author who makes you think, 'This guy is smart! And he makes me feel smarter, because now I finally understand this concept.'" — Steve Krug, author of *Don't Make Me Think* and *Rocket Surgery Made Easy* "A web designer without a copy of *Designing with Web Standards* is like a carpenter without a level. With this third edition, Zeldman continues to be the voice of clarity; explaining the complex in plain English for the rest of us." — Dan Cederholm, author, *Bulletproof Web Design and Handcrafted CSS* "Jeffrey Zeldman sits somewhere between 'guru' and 'god' in this industry—and manages to fold wisdom and wit into a tale about WHAT web standards are, HOW standards-based coding works, and WHY we should care." — Kelly Goto, author, *Web ReDesign 2.0: Workflow that Works* "Some books are meant to be read. *Designing with Web Standards* is even more: intended to be highlighted, dogeared, bookmarked, shared, passed

around, and evangelized, it goes beyond reading to revolution.” — Liz Danzico, Chair, MFA Interaction Design, School of Visual Arts

User experience design is the discipline of creating a useful and usable Web site or application that’s easily navigated and meets the needs of the site owner and its users. There’s a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That’s where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you’ll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on project objectives Understand approaches such as Waterfall, Agile, and Lean UX Define the scope of your project and avoid mission creep Conduct user research in person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

Awarded the Dexter Prize by the Society for the History of Technology, this book offers a comparative history of the evolution of modern electric power systems. It described large-scale technological change and demonstrates that technology cannot be understood unless placed in a cultural context.

Provides information on responsive solutions to Web site design, covering such topics as wireframes, text, breakpoints, screenshots, browsers, and design manuals.

Responsible Responsive Design

This book was originally published in 1981 as a publication of the Cooper Ornithological Society and was based on the proceedings of a meeting of biologists and statisticians in Asilomar who gathered to examine the methods and assumptions used in estimating bird numbers. Counting birds has a long tradition. It is the currency of many ornithological studies. Bird counts have been seminal in our knowledge of bird migration, competition, ecology, population dynamics, environmental adaptation, impact of human alterations and island biogeography. Interest in estimating bird numbers remains high today but is often plagued by unasked or unanswered questions regarding sampling methods and treatment of the results. This book recorded the outcome of a meeting held to address these and other questions. It led to better understanding of what can and cannot be done with datasets. This volume remains a primary source of information on censusing of birds and other animals, and is frequently quoted in the primary literature of today. Since this volume went out of print some six years ago, demand has markedly increased for copies which are essentially unavailable, attesting to its currency today. C. John Ralph, received his Bachelors from the University of California, Berkeley and his doctorate from The Johns Hopkins University. Most of his early research was on bird migration and orientation. After a stint teaching at Dickinson College in Pennsylvania, he moved

to Hawaii in 1976 where he began work on endangered forest birds for the Forest Service as a Research Ecologist. In 1981 he and his family moved to Arcata to join the Forest Service's Redwood Sciences Laboratory. One of his principal research topics there has been on an old-growth dependent bird, the Marbled Murrelet, involving extensive research from Alaska to California. His other principal work is on landbird monitoring, especially involving census and constant effort mist netting. Since 1994 he has directed research at a bird monitoring station in Costa Rica, now one of the longest running stations in Latin America. Beginning in 1980 he conducted research on an island off New Zealand involving monitoring and reintroduction of native birds. He has published more than 150 scientific articles and edited several books on bird monitoring and the Marbled Murrelet.

Touch introduces physically to designs that were once strictly virtual, and puts forth a new test: How does design feel in the hand?--back cover.

An examination of the role of sound in twentieth-century arts. This interdisciplinary history and theory of sound in the arts reads the twentieth century by listening to it—to the emphatic and exceptional sounds of modernism and those on the cusp of postmodernism, recorded sound, noise, silence, the fluid sounds of immersion and dripping, and the meat voices of viruses, screams, and bestial cries. Focusing on Europe in the first half of the century and the United States in the postwar years, Douglas Kahn explores aural activities in literature, music, visual arts, theater, and film. Placing aurality at the center of the history of the arts, he revisits key artistic questions, listening to the sounds that drown out the politics and poetics that generated them. Artists discussed include Antonin Artaud, George Brecht, William Burroughs, John Cage, Sergei Eisenstein, Fluxus, Allan Kaprow, Michael McClure, Yoko Ono, Jackson Pollock, Luigi Russolo, and Dziga Vertov.

Learn how to turn a critical eye on your designs as you develop for new contexts and screen features, speedy and lagging networks, and truly global audiences. Serve the right content across platforms, and tune for performance

Public Health Policy and Ethics brings together philosophers and practitioners to address the foundations and principles upon which public health policy may be advanced. What is the basis that justifies public health in the first place? Why should individuals be disadvantaged for the sake of the group? How do policy concerns and clinical practice work together and work against each other? Can the boundaries of public health be extended to include social ills that are amenable to group-dynamic solutions? These are some of the crucial questions that form the core of this volume of original essays sure to cause practitioners to engage in a critical re-evaluation of the role of ethics in public health policy. This volume is unique because of its philosophical approach. It develops a theoretical basis for public health and then examines cutting-edge issues of practice that include social and political issues of public health. In this way the book extends the usual purview of public health. Public Health Policy and Ethics is of interest to

those working in public health policy, ethics and social philosophy. It may be used as a textbook for courses on public health policy and ethics, medical ethics, social philosophy and applied or public philosophy.

As a web designer, you encounter tough choices when it comes to weighing aesthetics and performance. Good content, layout, images, and interactivity are essential for engaging your audience, and each of these elements have an enormous impact on page load time and the end-user experience. In this practical book, Lara Hogan helps you approach projects with page speed in mind, showing you how to test and benchmark which design choices are most critical. To get started, all you need are basic HTML and CSS skills and Photoshop experience. Topics include: The impact of page load time on your site, brand, and users Page speed basics: how browsers retrieve and render content Best practices for optimizing and loading images How to clean up HTML and CSS, and optimize web fonts Mobile-first design with performance goals by breakpoint Using tools to measure performance as your site evolves Methods for shaping an organization's performance culture

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics Progressive enhancement is an approach to web development that aims to deliver the best possible experience to the widest possible audience, and simplifies coding and testing as well. Whether users are viewing your sites on an iPhone, the latest and greatest high-end system, or even hearing them on a screen-reader, their experience should be easy to understand and use, and as fully-featured and functional as possible. Designing with Progressive Enhancement will show you how. It's both a practical guide to understanding the principles and benefits of progressive enhancement, and a detailed exploration of examples that will teach you—whether you're a designer or a developer—how, where, and when to implement the specific coding and scripting

approaches that embody progressive enhancement. In this book, you'll learn: Why common coding approaches leave users behind, and how progressive enhancement is a more inclusive and accessible alternative How to analyze complex interface designs, see the underlying semantic HTML experience that will work everywhere, and layer on advanced enhancements safely A unique browser capabilities testing suite that helps deliver enhancements only to devices that can handle them Real-world best practices for coding HTML, CSS, and JavaScript to work with progressive enhancement, and cases where forward-looking HTML5 and CSS3 techniques can be applied effectively today How to factor in accessibility features like WAI-ARIA and keyboard support to ensure universal access Detailed techniques to transform semantic HTML into interactive components like sliders, tabs, tree controls, and charts, along with downloadable jQuery-based widgets to apply directly in your projects

The first in-depth study of the savings and loan crisis of the eighties reveals the unprecedented scope of the financial fraud and political collusion involved and the leniency of the criminal justice system in dealing with the culprits. UP.

For a couple of decades now, designers have used Photoshop to mock up Web page designs. However, that work generally results in a static graphic of the page, which has to be translated by a developer into the components of a Web page: HTML files and Web-compatible image files. Our multi-device world has shown us that this approach to web design, including full-page comps done in Photoshop, is increasingly problematic. Modern web designers are adopting a new approach: creating flexible web pages whose layout can adapt to suit the screen on which they are displayed. This is "Responsive Web Design" [RWD]. Until now, books on designing responsive Web sites have focused on HTML and CSS – in other words, they've been very code-centric, and visual creativity seems to take a back seat. This new book is aimed at the visual Web designer who's accustomed to working in Photoshop. Adobe Photoshop CC contains many new features that help streamline the process of converting a static page design to a set of components for a responsive web page. Dan Rose is one of the best-known advocates of this new way of working in Photoshop. He's observed that only a few people are talking about Photoshop for RWD constructively, yet a majority (63% as of his last informal poll) of web designers are using Photoshop for more than simple asset creation. This transition is a pain point for many designers. His new book will balance coverage of conceptual issues (how to fit tools like Photoshop to the design workflow rather than fitting a workflow to the tools) with practical design exercises tailored to help communicate the overall design direction of the page while respecting the needs of the fluid Web. In addition, he will introduce methods for taking HTML back into Photoshop for further refinement.

This book is about the perceptions of middle school teachers, parents and administrators regarding parental Involvement. The research garnered can be used to improve the relationship between home and school, ultimately increasing academic performance and partnership among the two entities. Teachers, School Administrators, and Students in Teacher Preparation Programs will find this book to be a tremendous resource for academic success and partnership building.

Use this book to learn how to utilize CSS techniques such as fluid grids and flexible images combined with responsive design techniques such as media queries to deliver an optimal experience for your library patrons regardless of device. Design one website

to fit them all.

This book will lead you, step by step and with illustrative screenshots, through a real example. Are you writing two websites - one for mobile and one for larger displays? Or perhaps you've heard of Responsive Design but are unsure how to bring HTML5, CSS3, or responsive design all together. If so, this book provides everything you need to take your web pages to the next level - before all your competitors do!

Responsive design is more than the technical; it's a new way of communicating and working that affects every person on your team. Karen McGrane draws on data and stories from real-world teams to show you why going responsive is just good business sense-and how to set up your project (from concept to launch) for total success. Learn how to plan and scope work, collaborate in a responsive context, evaluate content, handle browser support and testing, and measure performance outcomes. No matter your role or project, go responsive with confidence.

Guide to web design optimized for mobile devices, in order to deliver the mobile web experience users want. Argues companies should create websites and applications for mobile devices first, and for desktops/laptop computers second, if at all.

With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoft demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 app off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the browser with Server-Sent Events

New devices and platforms emerge daily. Browsers iterate at a remarkable pace. Faced with this volatile landscape we can either struggle for control or we can embrace the inherent flexibility of the web. Responsive design is not just another technique—it is the beginning of the maturation of a medium and a fundamental shift in the way we think about the web. Implementing Responsive Design is a practical examination of how this fundamental shift affects the way we design and build our sites. Readers will learn how to: Build responsive sites using a combination of fluid layouts, media queries, and fluid media Adopt a responsive workflow from the very start of a project Enhance content for different devices Use feature-detection and server-side enhancement to provide a richer experience

Summarizes a classified five-volume report on the planning and execution of

operations in Operation IRAQI FREEDOM through June 2004. Recommends changes to Army plans, operational concepts, doctrine, and Title 10 functions. You make the web more inclusive for everyone, everywhere, when you design with accessibility in mind. Let Laura Kalbag guide you through the accessibility landscape: understand disability and impairment challenges; get a handle on important laws and guidelines; and learn how to plan for, evaluate, and test accessible design. Leverage tools and techniques like clear copywriting, well-structured IA, meaningful HTML, and thoughtful design, to create a solid set of best practices. Whether you're new to the field or a seasoned pro, get sure footing on the path to designing with accessibility.

Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In *Web Components in Action* you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book *Web Components in Action* teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reuseable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities

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