

## Internet and Web Programming

### Comments from Recent Editions Reviewers

“Love the new HTML5 treatment. This is much needed and ahead of all other texts. The examples are extremely helpful from a teaching standpoint. Great coverage of CSS3. The examples are a perfect fit for the discussion material. A great JavaScript introduction. Appropriate for new students and seasoned programmers. Effective for the classroom or learn-at-your-pace online courses. I love the simplicity of the examples.”—C. Christopher Horton, PhD, University of Alabama, Tuscaloosa

“A one-stop shop for learning web programming.”—Anand Narayanaswamy, ASPAlliance.com

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More than a million students and professionals worldwide have learned programming and software development with Deitel® books and videos. *Internet & World Wide Web How to Program, 5/e* provides a clear, simple, engaging and entertaining introduction to Internet and web programming. It's appropriate for both introductory and intermediate-level client-side and server-side programming courses.

- Covers the latest **HTML5**, **CSS3**, **Canvas** and **JavaScript** features, including new input and page structure elements, audio, video, web storage, animation, transitions, transformations, text effects, flexboxes, media queries, quadratic and Bezier curves, games and much more.
- Rich coverage of programming fundamentals in JavaScript (ECMAScript 5).
- DOM, XML, JQuery, JSON and web services.
- Ajax, Rich Internet Applications.
- Tested applications in seven browsers:
  - Google Chrome™, Firefox®, Internet Explorer®, Safari®, Opera™, iPhone®/iPad® and Android™.
- Web servers (Apache™, IIS), databases (MySQL®, SQL Server® Express, Java™ DB), PHP, ASP.NET, JavaServer™ Faces.
- **Printed book** contains HTML5, CSS3, JavaScript, web servers, database, server-side PHP, ASP.NET (in C#) and web services (in C#).
- **Online chapters** include JSF, ASP.NET (in VB), web services (in Java and VB), and notes on WebSockets and Web Workers.

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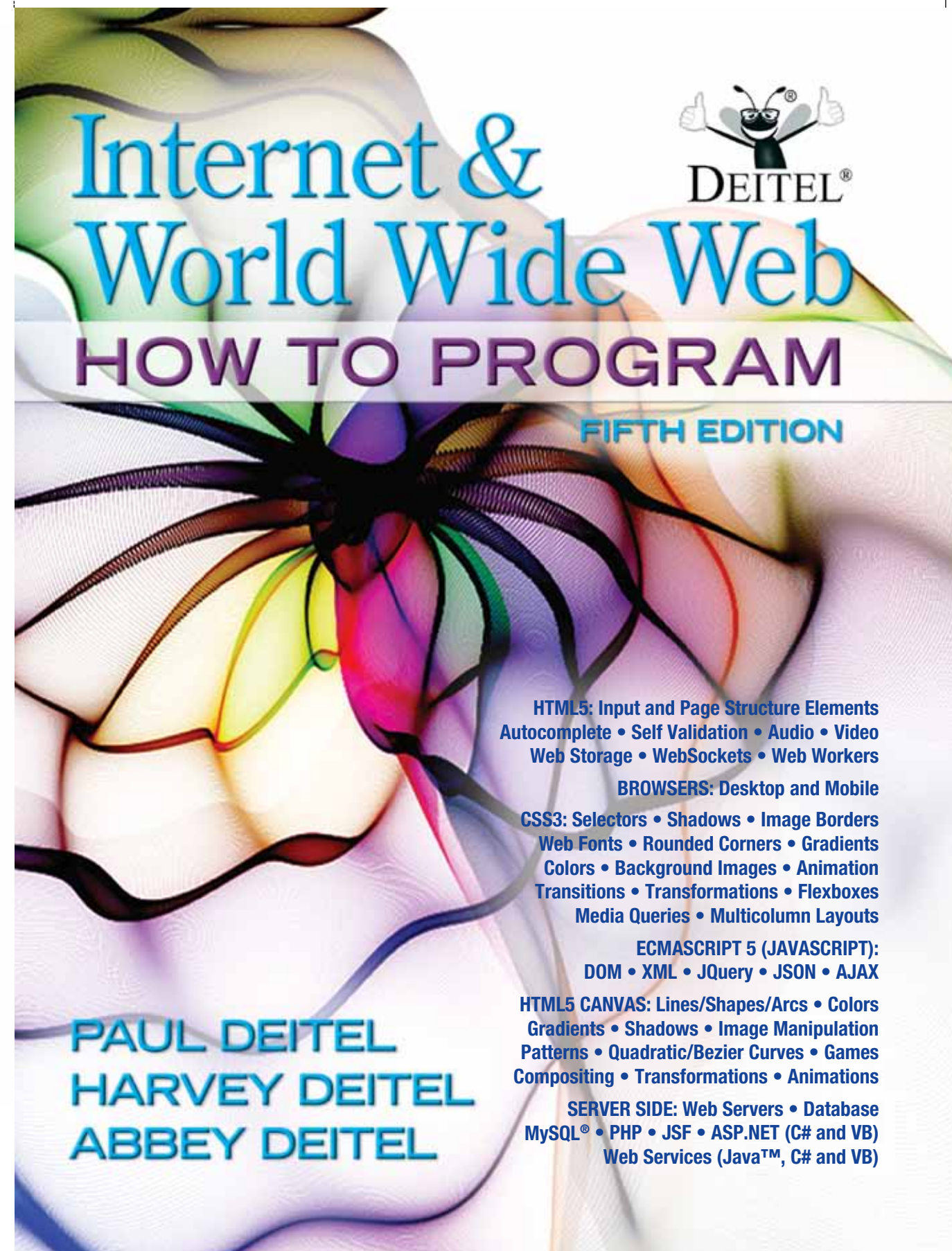
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# Internet & World Wide Web

## HOW TO PROGRAM

### FIFTH EDITION

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Web Storage • WebSockets • Web Workers

**BROWSERS: Desktop and Mobile**

**CSS3: Selectors • Shadows • Image Borders**  
Web Fonts • Rounded Corners • Gradients  
Colors • Background Images • Animation  
Transitions • Transformations • Flexboxes  
Media Queries • Multicolumn Layouts

**ECMAScript 5 (JAVASCRIPT):**  
DOM • XML • JQuery • JSON • AJAX

**HTML5 CANVAS: Lines/Shapes/Arcs • Colors**  
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Patterns • Quadratic/Bezier Curves • Games  
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