

chart(s) – html

html: element(s)¹ / attribute(s)² / reference(s)³

- document(s) – html, head, body
- external(s) – style (<link href= rel= />), script (src=)
- header(s) – h1, h2, ...
- paragraph(s) – p, quote
- link(s) – a (href=)
- display(s) – pre
- image(s) – img (src, border, alt) ¡break/¿
- media – object
- block(s) – div, iframe⁴
- inline(s) – span, em
- table(s) – table, tr, td
- form(s) – form, input

attribute(s) – align, border, width, height

chart(s) – css

css: reference(s)⁵

- selector(s) – tag, id (#), class (.), child-of (>)
- cascade(s) – selector selector selector
- pseudo class – ;active, ;focus, :hover, ..., :first-child
- pseudo element(s) – :before, :after
- dimension(s) – px, em, %, cm
- display – block, inline, none, list-item, ... ¡break/¿
- border – bottom, color, style, ...
- layout(s) – positioning(s), margin(s), padding(s), width, height, ...
- effect(s) – z-index, opacity, color(s)
- style(s) – content, font, ...
- text – color, direction, align, spacing, ...

element(s) – block, inline, float

chart(s) – js

js: reference(s)⁶

- built-in(s) – array, date, math, number, string, ...
- function(s) – **function name(args) { ... }**
- event(s) – onload, mouse, key, timer
- variable(s) – var x = *expression*
- constructor(s) – **function object() { attribute: value; } ¡break/¿**
- closure(s) – **x = function () { ... }**
- meta-programming – **x = eval(string)**

object(s) – window, navigator, screen, ..., document

chart(s) – DOM

DOM/javascript: tutorial(s)⁷ / reference(s)⁸

- Window – frames[]
 - Navigator – plugins[]
 - Screen – height, width
 - History – length, back(), forward(), go()
 - Location – hostname, port, protocol, search
- DOM/HTML: node tree(s)⁹ / example(s)¹⁰
- Document – anchors[], forms[], images[], links[]
 - Anchor – innerHTML, href, name
 - Base – href, id, target
 - Event – onclick, onfocus, onload, ... ¡break/¿
 - Anchor, Area, Base, Body, Button, Event, Form, Frame, Frameset, IFrame, Image, Input Button, Input Checkbox, Input File, Input Hidden, Input Password, Input Radio, Input Reset, Input Submit, Input Text, Link, Meta, Object, Option, Select, Style, Table, TableCell, TableRow, Textarea

access – getElementById() / getElementsByTagName()

chart(s) – flex/as3

flex: reference(s)¹¹

- mx.core.* – mx:UIComponent, flash.display.Sprite
- mx.events.* – mx.events.DragEvent
- mx.controls.* – mx:Image, mx:VideoDisplay
- mx.containers.* – mx:Canvas ¡break/¿
- mx.states.* – mx:State
- mx.effects.* – mx:Blur
- mx.utils.* – mx.utils.GraphicsUtil
- mx.validators.* – mx:CreditCardValidator
- mx.rpc.* – mx:HTTPService
- mx.rpc.events.* – mx.rpc.events.FaultEvent ¡break/¿
- mx.styles.* – mx.styles.CSSCondition
- mx.graphics.* – mx.graphics.BitmapFill
- flash.display.* – flash.display.Bitmapdata
- flash.media.* – flash.media.Camera
- ref(s) – mx.managers.*, mx.modules.*, mx.skins.*

¡break¿ **attribute(s)** – source, click, link, x, y, width, height

mxm1c¹² -include-libraries -source-path
compc -output book.swc -is com -is org

¹www.w3.org/TR/REC-html40/index/elements.html

²www.w3.org/TR/REC-html40/index/attributes.html

³www.w3schools.com/tags/default.asp

⁴www.dyn-web.com/tutorials/iframes

⁵www.w3schools.com/CSS/css_reference.asp

⁶www.w3schools.com/js

⁷www.w3schools.com/HTMLDOM

⁸www.w3schools.com/HTMLDOM/dom_reference.asp

⁹www.w3schools.com/HTMLDOM/dom_nodetree.asp

¹⁰www.w3schools.com/HTMLDOM/dom_examples.asp

¹¹livedocs.adobe.com/flex/gumbo/langref

¹²flexstuff.googlepages.com/FlexCompilerOptions.html

chart(s) – protocol(s)

protocol(s): resource(s)¹³

- ARP – Address Resolution Protocol
- DHCP – Dynamic Host Configuration Protocol
- DNS – Domain Name Service
- DSN – Data Source Name
- FTP – File Transfer Protocol
- HTTP – Hypertext Transfer Protocol ;break/;
- IMAP – Internet Message Access Protocol
- ICMP – Internet Control Message Protocol
- IDRP – ICMP Router-Discovery Protocol
- IP – Internet Protocol
- IRC – Internet Relay Chat Protocol
- POP3 – Post Office Protocol version 3
- PAR – Positive Acknowledgment/Retransmission
- RLOGIN – Remote Login ;break/;
- RTMP – Real Time Messaging Protocol
- SMTP – Simple Mail Transfer Protocol
- SSL – Secure Sockets Layer
- SSH – Secure Shell
- TCP – Transmission Control Protocol ;break/;
- TELNET – TCP/IP Terminal Emulation Protocol
- UPD – User Datagram Protocol
- UPS – Uninterruptible Power Supply

attribute(s) – version, reference, standard

chart(s) – math

math: animation(s)

- sine = opposite / hypotenuse [03]
- cosine = adjacent / hypotenuse
- tangent = opposite / adjacent
- radians = degrees * Math.PI / 180
- degrees = radians * 180 / Math.PI
- rotation = Math.atan2(dy,dx) * 180 / Math.PI
- distance = Math.sqrt(dx*dx + dy*dy); ;break/;
- (rotational) vx = speed * Math.cos(angle); [05]
- (rotational) vy = speed * Math.sin(angle);
- (rotational) ax = force * Math.cos(angle);
- (rotational) ay = force * Math.sin(angle); ;break/;
- x1 = Math.cos(angle) * x - Math.sin(angle) * y; [10]
- y1 = Math.cos(angle) * y + Math.sin(angle) * x;
- distance = Math.sqrt(dx*dx + dy*dy + dz*dz); [15]

assumption(s) – dx = ms.X - spr.x; dy = ms.Y - spr.y;

¹³www.realifewebdesigns.com/web-resources/web-protocols.html

chart(s) – php

php: tutorial(s)¹⁴ / quickref(s)¹⁵

- marker(s) – <?php ... ?>
- argument(s) – GET, POST
- include(s) – <?php include("header.php"); ?>
- file(s) – fopen("welcome.txt","r");
- upload(s) – FILES["file"]["error"] ;break/;
- mysql – mysql_connect(server ,user ,password);
- query – mysql_query("CREATE DATABASE db", \$con)

reference(s) – database, XML, ajax

chart(s) – graphic(s)

graphic(s) [**processing**¹⁶]: overview(s)¹⁷

- init(s) – void setup() ... , void draw() ...
 - setting(s) – stroke(), strokeWeight(), fill()
 - method(s) – line(), rect(), arc(), ellipse(), point(), quad(), triangle(), bezier()
 - complex polygon(s) – beginShape(), endShape(), vertex(x,y)
 - canvas – translate(), scale(), rotate()
 - math(s) – dist(), map(), constrain(), abs(), floor(), ceil(), random(), noise(), atan2() ... radians().
- graphic(s) [**flex/as3**]: livedoc(s) / tutorial(s)
- setting(s) – lineStyle(width,...)
 - function(s) – moveTo(x,y), lineTo(x,y) / curveTo, beginFill clr, endFill(), clear()
 - shape(s) – drawRect / Circle / RoundRect

graphic(s) [**canvas**¹⁸]: tutorial(s) / specification(s)

- element(s) – <canvas id="canvas" ></canvas>
- context(s) – var ctx = canvas.getContext("2d");
- state(s) – fillStyle, strokeStyle, lineWidth, lineJoin
- function(s) – ctx.fillRect (x, y, w, h)
- path(s) – beginPath(), moveTo(x,y), lineTo(x,y), closePath(), fill() / stroke() <break/>
- curve(s) – ctx.bezierCurveTo(60, 70, 60, 70, 70, 150)
- operation(s) – save, restore / translate, scale, rotate

resource(s) – processingjs¹⁹ / javascript²⁰

www.cs.vu.nl/eliens/media/chart-web.html
A. Eliëns (24/9/09)

¹⁴www.w3schools.com/PHP/DEfaULT.asp

¹⁵www.php.net/quickref.php

¹⁶www.processing.org

¹⁷john.org/blog/overview-of-processing

¹⁸[/developer.mozilla.org/en/HTML/Canvas](http://developer.mozilla.org/en/HTML/Canvas)

¹⁹processingjs.org

²⁰john.org/blog/adv-javascript-and-processingjs