

Outline

1. Reintroducing Hypermedia
 1. What Is Hypermedia?
 2. Why Hypermedia?
 3. A Hypermedia Comeback?
 4. Hypermedia-Oriented Javascript Libraries
 5. When Should You Use Hypermedia?
 6. When Shouldn't You Use Hypermedia?
 7. Summary
2. Creating A Web 1.0 Hypermedia Application
 1. Contact.app: A Simple Web 1.0-style Web Application
 2. Which Stack Should To Use?
 3. Contact.App Functionality
 4. Listing Contacts
 5. Adding Contacts
 6. Viewing Contact Details
 7. Editing Contacts
 8. Deleting Contacts
 9. Searching Contacts
 10. Summary
3. Extending HTML As Hypermedia
 1. The Shortcomings of HTML
 2. htmx: Extending HTML as a Hypermedium
 3. Triggering HTTP Requests
 4. Targeting Other Elements
 5. Passing Request Parameters
 6. History Support
 7. Summary
4. Implementing Advanced UX Patterns With Hypermedia
 1. Adding AJAX Navigation
 2. Deleting Contacts
 3. Inline Editing of Contacts
 4. Bulk Editing Contacts
 5. Infinite Scroll of Contacts

6. Lazy Loading Counts
7. Active Search of Contacts
8. Summary
5. Hyperview: A Mobile Hypermedia
 1. Who says hypermedia is only for the web?
 2. Getting Started with Hyperview
 3. HXML vs HTML
 4. Navigation
 5. Pull to Refresh
 6. Tabs
 7. Forms
 8. Advanced Forms
 9. Event Dispatch
 10. Case Studies
6. Front-End Scripting In Hypermedia Applications
 1. Are Scripts Still allowed? (Yes!)
 2. Hypermedia-oriented Scripting
 3. Hyperscript
 4. Alpinejs
 5. VanillaJS
 6. Summary
7. JSON Data APIs In Hypermedia Applications
 1. Are JSON APIs Still allowed? (Yes!)
 2. The Differing Characteristics of JSON and HTML/REST APIs
 3. Separating Concerns: The Good Parts
 4. Summary
8. Advanced htmx
 1. Web Sockets
 2. Server Sent Events
 3. Animations
 4. Debugging
 5. Security Concerns
 6. Configuration
 7. Understanding the event model
 8. Hooking into events

9. Understanding the extension model
10. An example extension
9. Other Hypermedia-Oriented Javascript Libraries
 1. Unpoly
 2. Hotwire
 3. jQuery
 4. VanillaJS
 5. Summary
10. Hypermedia: A Return To The Web's Roots
 1. Trends in Software Development
 2. Complexity Sells, Simplicity Endures
 3. Summary
11. Appendix 1: A Review of Chapter 5 of Roy Fielding's Dissertation On The Web
12. Appendix 2: A Brief, Incomplete and Mostly Wrong History of The Web