
Head First Java 5th Edition

A learner's guide to programming using the Python language
 Head First Python
 Head First Software Development
 Data Structures and Algorithms in Java
 Your Brain on SQL -- A Learner's Guide
 A Brain-Friendly Guide
 Head First Servlets and JSP
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Head First Java 5th Edition

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BENTON CARLY

A learner's guide to programming using the Python language
 "O'Reilly Media, Inc."

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Go uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Head First Python McGraw-hill

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too

valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Head First Software Development "O'Reilly Media, Inc."

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Data Structures and Algorithms in Java O'Reilly Media

The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

Your Brain on SQL -- A Learner's Guide Hayden

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

A Brain-Friendly Guide "O'Reilly Media, Inc."

Prepare for the PMP certification exam in a unique and inspiring way with Head First PMP. The second edition of this book provides 100% coverage of the latest principles and certification objectives offered in The PMBOK Guide, 4th edition, with a visually rich format is designed for the way your brain works. You'll find a full-length sample exam included inside the book. Using the latest research in neurobiology, cognitive science, and learning theory, Head First PMP offers you a multi-sensory experience that helps the material stick, not a text-heavy approach that puts you to sleep. You get a thorough and effective preparation guide with hundreds of practice questions and exam strategies, along with puzzles, games, problems, and exercises that make learning easy and entertaining. More than just passing a test, a PMP certification means that you have the knowledge to solve most common project problems, but studying for a difficult four-hour exam on project management isn't easy, even for experienced project managers. The book teaches underlying concepts so that you can understand the PMBOK principles and pass the certification exam with flying colors. Head First PMP puts project management principles into context to help you understand, remember, and apply them -- not just on the exam, but also on the job.

Head First Servlets and JSP Prentice Hall Professional

A tutorial and reference to Java-based APIs for application software development covers such topics as XDoclet, JavaServer Faces, Hibernate API, Enterprise JavaBeans, and J2EE security.

Thinking in Java "O'Reilly Media, Inc."

Provides information on building interactive Web applications

using Ajax.

Enterprise JavaBeans Addison-Wesley Professional

Now updated for the 2016 PMP exam Learn the latest principles and certification objectives in The PMBOK® Guide, (Fifth Version), in a unique and inspiring way with Head First PMP. This book helps you prepare for the PMP certification exam using a visually rich format designed for the way your brain works. You'll find a full-length sample exam included inside the book. More than just proof of passing a test, a PMP certification means that you have the knowledge to solve most common project problems. But studying for a difficult four-hour exam on project management isn't easy, even for experienced project managers. Drawing on the latest research in neurobiology, cognitive science, and learning theory, Head First PMP offers you a multi-sensory experience that helps the material stick, not a text-heavy approach that puts you to sleep. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK Guide, Fifth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Head First PMP puts project management principles into context to help you understand, remember, and apply them—not just on the exam, but also on the job.

A Learner's Companion to Passing the Project Management Professional Exam "O'Reilly Media, Inc."

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

Head First C# "O'Reilly Media, Inc."

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain

really works.

Head First PMP "O'Reilly Media, Inc."

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study.

On Java 8 "O'Reilly Media, Inc."

This is the 5th edition of Murach's classic Java book that's trained thousands of developers in the last 15 years. Now fully updated to Java 9, this book helps any programmer learn Java faster and better than ever before: [[It's the one Java book that presents object-oriented features like inheritance, interfaces, and polymorphism in a way that's both understandable and useful in the real world. [[It offers new coverage of JavaFX, the date/time API, lambdas, and working with SQLite databases. [[It uses a self-paced approach that works whether you're a beginner or have years of programming experience. [[It's full of practical coding examples that enhance training and that provide starting code for new applications. [[It lets you practice what you've just learned at the end of every chapter, to solidify your skills. [[And it's all done in the distinctive Murach style that has been training professional programmers for more than 43 years.

Java The Complete Reference, 8th Edition John Wiley & Sons
Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the <code>c:out</code> tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. *Head First Servlets and JSP* doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

Learning Java "O'Reilly Media, Inc."

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Head First PMP Head first java Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. *Head First Java* A Brain-Friendly Guide

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java

code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Head First Object-Oriented Analysis and Design "O'Reilly Media, Inc."

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™*, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io` Simply put, *Effective Java™*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Murach's Java Programming O'Reilly Media

Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases, simple and complex queries, creating multiple tables, and protecting important table data.

Learning Java "O'Reilly Media, Inc."

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, *Head First C#* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Head First Learn to Code "O'Reilly Media, Inc."

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

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