
Head First Java 3rd Edition

A Learner's Guide to Real-World Programming
with C#, XAML, and .NET

Head First Design Patterns

Head First C#

Effective Java

Passing the Sun Certified Web Component
Developer Exam

A Brain Friendly Guide to OOA&D

Mastering Regular Expressions

Head First Software Development

A Brain-Friendly Guide

A Learner's Companion to Passing the Project
Management Professional Exam

A Handbook of Agile Software Craftsmanship

Head First Java

An Introduction to Real-World Programming with
Java

Head First Learn to Code

Head First Object-Oriented Analysis and Design

Head First C#

Java Gently

Lambdas, streams, functional and reactive
programming

Thinking in Java

Learning Java by Building Android Games

Modern Java in Action

Learn Java and Android from scratch by building

five exciting games, 3rd Edition
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Applications for the iPhone and iPad
Clean Code
Head First PHP & MySQL
Head First C#
Head First Python
Java: A Beginner's Guide, Seventh Edition
Java: The Complete Reference, Twelfth Edition
Java Cookbook
Java The Complete Reference, 8th Edition
A Brain-Friendly Guide
Core Java for the Impatient
Java For Dummies
Head First Java, 3rd Edition
Head First Servlets and JSP
Head First Java
A Brain-Friendly Guide
Head First Android Development
Data Structures and Algorithms in Java

Head First
Java 3rd
Edition

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ARELLANO MCKEE

A Learner's Guide to
Real-World
Programming with C#,
XAML, and .NET
Mcgraw-hill
"Head First Object

Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson

Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only

makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the

Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Head First Design

Patterns McGraw Hill Professional

Now updated for the 2021 PMP Exam What will you learn from this book? Head First PMP teaches you the latest principles and certification objectives in The PMBOK® Guide in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you'll be able to understand, remember, and apply them -- not just on the exam, but on the job. No wonder so many people have used Head First PMP as their sole source for passing the PMP exam. 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, Sixth 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 Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First PMP 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 C# "O'Reilly Media, Inc."

What will you learn from this book? Ready to learn Java? This book combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics. The new third edition

brings the book up-to-date for Java 8-17, including major recent updates to the Java language and development platform. Java has seen some deep code-level changes and more modern approaches, requiring even more careful study and implementation. So learning the Head First way is more important than ever. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Java through a multi-sensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Effective Java

"O'Reilly Media, Inc."

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.

Passing the Sun Certified Web Component Developer Exam

Prentice Hall Professional
What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having

an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development 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.

A Brain Friendly Guide to OOA&D

Packt Publishing Ltd
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.

Mastering Regular Expressions "O'Reilly Media, Inc."

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ. *Head First Software Development* Pearson Education 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. [A Brain-Friendly Guide](#) Pearson Education Learning a complex new language is no easy task, especially when it's an object-oriented computer programming language like Java. Your brain doesn't always want to take in the dry, technical stuff you're forced to study. Your brain craves novelty. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you

in many different ways. Despite its playful appearance, Head First Java is serious: a complete introduction to object-oriented programming and Java. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. The second edition focuses on Java 5.0, a major update to the platform, with deep, code-level changes.-- From publisher description.

A Learner's Companion to Passing the Project Management

Professional Exam

"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.

A Handbook of Agile Software Craftsmanship

"O'Reilly Media, Inc."
 From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This

cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging
Manipulating, comparing, and rearranging text

Regular expressions for string- and pattern-matching
Handling numbers, dates, and times
Structuring data with collections, arrays, and other types
Object-oriented and functional programming techniques
Directory and filesystem operations
Working with graphics, audio, and video
GUI development, including JavaFX and handlers
Network programming on both client and server
Database access, using JPA, Hibernate, and JDBC
Processing JSON and XML for data storage
Multithreading and concurrency
Head First Java
"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.

[An Introduction to Real-World Programming with Java](#)
"O'Reilly Media, Inc."
A practical introduction to Java programming—fully revised for long-term support release Java SE

11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide

delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time.

- Clearly explains all of the new Java SE 11 features
- Features self-tests, exercises, and downloadable code samples
- Written by bestselling author and leading Java authority Herbert Schildt

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

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but

navigating these changes can be challenging. Core Java™ for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical

insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date

and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

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

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry.

This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system

requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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

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 `c:out` 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.

Java Gently "O'Reilly Media, Inc."

A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

Lambdas, streams, functional and reactive programming

Pearson Education
The third edition of *Java Gently* by Judith Bishop continues the successful approach

that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. *Java Gently* teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. *Java Gently* gets students started on meaningful input/output in an object-oriented way

without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java

2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a

wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

Thinking in Java

McGraw Hill
Professional

Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in

the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book. Learn how to use XAML to design attractive and interactive pages and

windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions. [Learning Java by Building Android Games](#) "O'Reilly Media, Inc." If you're new to Java—or new to programming—this best-selling book will guide you through the language features and

APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write

advanced networked or web-based applications
and services

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