

Access Free Head First Java A Brain Friendly Guide

# ***Head First Java A Brain Friendly Guide***

A guide for data managers and analyzers shares guidelines for identifying patterns, predicting future outcomes, and presenting findings to others; drawing on current research in cognitive science and learning theory while covering such additional topics as assessing data quality, handling ambiguous information, and organizing data within market groups. Original.

What will you learn from this book? Dive into

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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

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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 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

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Python scripts to automate tasks.

If you need to learn Spring, look no further than this widely beloved and comprehensive guide! Fully revised for Spring 5.3, and packed with interesting real-world examples to get your hands dirty with Spring. In *Spring in Action, 6th Edition* you will learn: Building reactive applications Relational and NoSQL databases Integrating via HTTP and REST-based services, and sand reactive RSocket services Reactive programming techniques Deploying applications to traditional servers and containers Securing applications with Spring Security Over the years, Spring in

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Action has helped tens of thousands of developers get a major productivity boost from Spring. This new edition of the classic bestseller covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. About the technology Spring is required knowledge for Java developers! Why? Th is powerful framework eliminates a lot of the tedious configuration

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and repetitive coding tasks, making it easy to build enterprise-ready, production-quality software. The latest updates bring huge productivity boosts to microservices, reactive development, and other modern application designs. It's no wonder over half of all Java developers use Spring. About the book *Spring in Action, Sixth Edition* is a comprehensive guide to Spring's core features, all explained in Craig Walls' famously clear style. You'll put Spring into action as you build a complete database-backed web app step-by-step. This new edition covers both Spring fundamentals and new

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features such as reactive flows, Kubernetes integration, and RSocket. Whether you're new to Spring or leveling up to Spring 5.3, make this classic bestseller your bible! What's inside

- Relational and NoSQL databases
- Integrating via RSocket and REST-based services
- Reactive programming techniques
- Deploying applications to traditional servers and containers

About the reader For beginning to intermediate Java developers. About the author Craig Walls is an engineer at VMware, a member of the Spring engineering team, a popular author, and a frequent conference speaker.

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Spring

Java: A Beginner's Guide, Eighth Edition

Head First Android Development

A Learner's Guide to Big Numbers, Statistics,  
and Good Decisions

Learning Java

Passing the Sun Certified Web Component  
Developer Exam

***Provides information on scripting Web applications with JavaScript.***

***Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts?***

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***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***

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***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***

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***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***

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***designed for the way your brain works, not a text-heavy approach that puts you to sleep.***

***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***

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***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***

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***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***

***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***

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***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***

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***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.***  
***Your Brain on SQL -- A Learner's Guide***

***Head First Design Patterns***  
***Design Patterns***  
***Elements of Reusable Object-Oriented Software***

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**This book gets readers up to speed on the technology necessary to write servlets and JSPs, what makes the Container tick, how to use the new JSP Expression Language (EL), how to write deployment descriptors, and even how to use some server-side design patterns.**

**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-**

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**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**

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**learn Java through a multi-sensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.**

**What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you**

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want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin 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.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software

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**design problems, and improves your ability to speak the language of patterns with others on your team.**

**Java The Complete Reference, 8th Edition**

**Head First Kotlin**

**Head First Software Development**

**Alice in Wonderland**

**Head First Ruby**

A guide to JavaBeans provides more than two hundred questions and answers to help readers pass the Sun Certified Business Component Developer exam.

Learn key topics such as language basics, pointers

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and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

What will you learn from this book? What's all the buzz about this Ruby language? Is it right for you? Well, ask yourself: are you tired of all those extra declarations, keywords, and compilation steps in your other language? Do you want to be a more productive programmer? Then you'll love Ruby. With this unique hands-on learning experience, you'll discover how Ruby takes care of all the

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details for you, so you can simply have fun and get more done with less code. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Ruby uses a visually rich format to engage your mind, rather than a text-heavy approach to put 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 guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and

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LINQ.

A Brain-Friendly Guide

Head First Servlets and JSP

Head First Java

Head first java

Head First Python

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

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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

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take a brand-new mock exam, created specifically to simulate the real test-taking experience.

Provides information on building interactive Web applications using Ajax.

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. Googledesigned 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

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does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a textheavyapproach that puts you to sleep. Why waste your time struggling withnew concepts? This multisensory learning experience is designed for theway your brain really works.

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you ' ll quickly grasp Python ' s fundamentals, working with the built-in data structures and functions. Then you ' ll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you ' re intrigued by what you can do with context

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managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python 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.

Spring in Action, Sixth Edition

A Learner's Guide to Coding and Computational Thinking

Head First JavaScript Programming

A learner's guide to programming using the Python language

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### Head First Object-Oriented Analysis and Design

Provides information on using Ajax in building Web applications.

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

Software -- Software Engineering.

Alice in Wonderland (also known as Alice's Adventures in Wonderland), from 1865, is the peculiar and imaginative tale of a girl who falls down a rabbit-hole into a bizarre world of eccentric and unusual creatures. Lewis Carroll's prominent example of the genre of "literary nonsense" has endured in popularity with its clever way of playing with logic and a narrative structure that has influence generations of fiction writing.

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Head First SQL

Head First Networking

Head First C

A Brain Friendly Guide to OOA&D

Java Gently

*In clear, lively prose, Harriet Lerner takes a bold look at women and the psychotherapists who work with them. With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL. Frustrated with networking books so chock-full of acronyms that your brain goes into sleep mode? Head*

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*First Networking's unique, visually rich format provides a task-based approach to computer networking that makes it easy to get your brain engaged. You'll learn the concepts by tying them to on-the-job tasks, blending practice and theory in a way that only Head First can. With this book, you'll learn skills through a variety of genuine scenarios, from fixing a malfunctioning office network to planning a network for a high-technology haunted house. You'll learn exactly what you need to know, rather than a laundry list of acronyms and diagrams. This book will help you: Master the functionality, protocols, and packets that make up real-world networking Learn networking concepts through*

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*examples in the field Tackle tasks such as planning and diagramming networks, running cables, and configuring network devices such as routers and switches Monitor networks for performance and problems, and learn troubleshooting techniques Practice what you've learned with nearly one hundred exercises, questions, sample problems, and projects Head First's popular format is proven to stimulate learning and retention by engaging you with images, puzzles, stories, and more. Whether you're a network professional with a CCNA/CCNP or a student taking your first college networking course, Head First Networking will help you become a network guru. Presents an instructional guide to SQL which uses*

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*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.*

*Java: The Complete Reference, Eleventh Edition*

*Passing the Sun Certified Business Component Developer Exam*

*Head Rush Ajax*

*Head First Data Analysis*

*Head First Programming*

*The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to*

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*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*

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*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*

*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*

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*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*

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*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](http://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*

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*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.*

*The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets*

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*are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:*

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception handling
- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O

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*classes•Generics•Lambda expressions•Modules•String handling•The Collections Framework•Networking•Event handling•AWT•Swing •The Concurrent API•The Stream API•Regular expressions•JavaBeans•Servlets•Much, much more Code examples in the book are available for download at [www.OraclePressBooks.com](http://www.OraclePressBooks.com).*

*Provides information on analyzing, designing, and writing object-oriented software.*

*Head First Java, 3rd Edition*

*Head First C#*

*Head First JavaScript*

*Head First EJB*

*Head First Learn to Code*

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Head First Java A Brain-Friendly Guide "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

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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. 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

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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.

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

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take in the dry, technical stuff you're forced to study.

Head First PHP & MySQL

An Introduction to Real-World Programming with Java

Women in Therapy

Head First Ajax

Head First Go

***What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced***

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*Android developer sitting right next to you! If you have some Kotlin know-how, you're ready 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 multisensory learning experience is designed for the way your brain really works.*

*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*

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*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*

*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. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built*

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*to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java 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,*

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*including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. 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. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you*

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*want to be bored, buy some other book. But if you want to understand Java, this book's for you.*

*An interactive guide to the fundamentals of the Java programming language utilizes icons, cartoons, and numerous other visual aids to introduce the features and functions of Java and to teach the principles of designing and writing Java programs. Original. (Beginner)*