

Head First Java Your Brain On Java A Learners Guide

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 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.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

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 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 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.

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.

Head First Software Development

Head First Java, 3rd Edition

Head First Kotlin

Head First Android Development

What will you learn from this book? Head First Java is a complete learning experience in Java and object-oriented programming. With this book, you'll learn the Java language with a unique method that goes beyond how-to manuals and helps you become a great programmer. Through puzzles, mysteries, and soul-searching interviews with famous Java objects, you'll quickly get up to speed on Java's fundamentals and advanced topics including lambdas, streams, generics, threading, networking, and the dreaded desktop GUI. If you have experience with another programming language, Head First Java will engage your brain with more modern approaches to coding--the sleeker, faster, and easier to read, write, and maintain Java of today. 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 Head First Java, you'll learn Java through a multisensory experience that engages your mind, rather than by means of a text-heavy approach that puts you to sleep.

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.

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.

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 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.

Java: A Beginner's Guide, Eighth Edition

Head First C#

Head First Networking

Your Brain on SQL -- A Learner's Guide

Head First Design Patterns

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. Andthis 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 thispractical hands-on guide, you'll learn how to write Go code using clearexamples that demonstrate the language in action. Best of all, you'll understandthe conventions and techniques that employers want entry-level Godevelopers to know. Why 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.

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

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

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 JavaScript Programming

Advanced Linux Programming

Head First Python

Head First Go

Java The Complete Reference, 8th Edition

Software -- Software Engineering.

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 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 arecommunicating 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!

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

Design Patterns

An Introduction to Real-World Programming with Java

Java Gently

Head First EJB

Head First WordPress

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

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.

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.

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.

Women in Therapy

A Brain-Friendly Guide

Head First C

A learner's guide to programming using the Python language

Head First Object-Oriented Analysis and Design

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.

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

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

Head First JavaA Brain-Friendly Guide"O'Reilly Media, Inc."

A Brain-Friendly Guide to Creating Your Own Custom WordPress Blog

Passing the Sun Certified Business Component Developer Exam

A Handbook of Agile Software Craftsmanship

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

A Learner's Guide to Coding and Computational Thinking

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

Frustrated with networking books so chock-full of acronyms that your brain goes into sleep mode? Head 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 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.

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.

Whether you're promoting your business or writing about your travel adventures, Head First WordPress will teach you not only how to make your blog look unique and attention-grabbing, but also how to dig into the more complex features of WordPress 3.0 to make your website work well, too. You'll learn how to move beyond the standard WordPress look and feel by customizing your blog with your own URL, templates, plugin functionality, and more. As you learn, you'll be working with real WordPress files: The book's website provides pre-fab WordPress themes to download and work with as you follow along with the text. Gain immediate experience with WordPress 3.0, the June 2010 release of the software Get your site up and running by setting up a MySQL database and creating configuration files Work with the Wordpress platform to create posts and pages, learn the difference between tags and categories, edit content, moderate comments, and manage spam Explore how to extend Wordpress with plugins and templates Convert custom designs (in HTML and CSS) into functional themes and use them in WordPress 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 WordPress uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Head First Programming

Head First Learn to Code

Head first java

Clean Code

Java: The Complete Reference, Eleventh Edition

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 dead end and 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 it does. 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 for this exam, to test your skills.

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.

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.

Provides design patterns to help with software development using the Java programming language.

Head First PHP & MySQL

Head First Servlets and JSP

Head First JavaScript

Passing the Sun Certified Web Component Developer Exam

Head First SQL

What do Ford Financial, IBM, and Victoria's Secret have in common? Enterprise JavaBeans (EJB). As the industry standard for platform-independent reusable business components, EJB has just become Sun Microsystem's latest developer certification. Whether you want to be certifiable or just want to learn the technology inside and out, Head First EJB will get you there in the least painful way. And with the greatest understanding.You'll learn not just what the technology is, but more importantly, why it is, and what it is and isn't good for. You'll learn tricks and tips for EJB development, along with tricks and tips for passing this latest, very challenging Sun Certified Business

Component Developer (SCBCD) exam. You'll learn how to think like a server. You'll learn how to think like a bean. And because this is a Head First book, you'll learn how to think about thinking.Co-author Kathy Sierra was one of Sun's first employees to teach brave, early adopter customers how to use EJB. She has the scars. But besides dragging you deep into EJB technology, Kathy and Bert will see you through your certification exam, if you decide to go for it. And nobody knows the certification like they do - they're co-developers of Sun's actual exam!As the second book in the Head First series, Head First EJB follows up the number one best-selling Java book in the US, Head First Java. Find out why reviewers are calling it a revolution in learning tough technical topics, and why Sun Chairman and CEO Scott McNealy says, "Java technology is everywhere...if you develop software and haven't learned Java, it's definitely time to dive in "Head First."And with Head First book, you don't even have to feel guilty about having fun while you're learning: it's all part of the learning theory. If the latest research in cognitive science, education, and neurobiology suggested that boring, dry, and excruciatingly painful was the best way to learn, we'd have done it. Thankfully, it's been shown that your brain has a sense of style, a sense of humour, and a darn good sense of what it likes and dislikes.In Head First EJB, you'll learn all about: Component-based and role-based development The architecture of EJB, distributed programming with RMI Developing and Deploying an EJB application The Client View of a Session and Entity bean The Session Bean Lifecycle and Component Contract The Entity bean Lifecycle and Component Contract Container-managed Persistence (CMP) Container-managed Relationships (CMR) EJB-QL Transactions Security EJB Exceptions The Deployment Descriptor The Enterprise Bean Environment in JNDI Programming Restrictions and Portability The book includes over 200 mock exam questions that match the tone, style, difficulty, and topics on the real SCBCD exam. See why Kathy and Bert are responsible for thousands of successful exam-passers--"The Sun certification exam was certainly no walk in the park, but Kathy's material allowed me to not only pass the exam, but Ace it!"--Mary Whetsel, Sr. Technology Specialist, Application Strategist, and Integration, The St. Paul Companies"Kathy Sierra and Bert Bates are two of the few people in the world who can make complicated things seem damn simple, and as if that isn't enough, they can make boring things seem interesting."--Paul Wheaton, The Trail Boss, javaranch.com"Who better to write a Java study guide than Kathy Sierra, the reigning queen of Java instruction? Kathy Sierra has done it again. Here is a study guide that almost guarantees you a certification!"--James Cubetta, Systems Engineer, SGI

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.

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.

In clear, lively prose, Harriet Lerner takes a bold look at women and the psychotherapists who work with them.

Head First Data Analysis

Learning Java

Head First Java

Elements of Reusable Object-Oriented Software

A Brain Friendly Guide to OOA&D

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.

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 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 Pythonuses 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.

Provides information on scripting Web applications with JavaScript.