

# [MOBI] Head First Java

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**Head First Java**-Kathy Sierra 2005-02-09 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.

**Head First Java**-Kathy Sierra 2005 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.

**Head First Java**-Kathy Sierra 2003 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)

**Head first java**-Kathy Sierra 2005-01-01 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 Design Patterns**-Eric Freeman 2004-10-25 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.

**Head First EJB**-Kathy Sierra 2003-10-28 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 Servlets and JSP**-Bryan Basham 2008-03-25 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.

**Head First Java Code Magnet Kit**-O'reilly Media 2008-09-01

**Head First Object-Oriented Analysis and Design**-Brett McLaughlin 2006-11-27 Provides information on analyzing, designing, and writing object-oriented software.

**Head First Design Patterns**-Eric Freeman 2004-10-25 Provides design patterns to help with software development using the Java programming language.

**Head First Learn to Code**-Eric Freeman 2018-01-02 What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can

remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

**Head First JavaScript**-Michael Morrison 2007-12-20 So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

**Head First Android Development**-Dawn Griffiths 2015-06-17 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.

**Head First Python**-Paul Barry 2016-11-21 Ever wished you could learn Python from a book? Head First Python is a complete learning experience for Python that helps you learn the language through a unique method that goes beyond syntax and how-to manuals, helping you understand how to be a great Python programmer. You'll quickly learn the language's fundamentals, then move onto persistence, exception handling, web development, SQLite, data wrangling, and Google App Engine. You'll also learn how to write mobile apps for Android, all thanks to the power that Python gives you. We think your time is too valuable to waste struggling with new.

**Head First Programming**-David Griffiths 2009-11-16 Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test

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

**Head First JavaScript Programming**-Eric T. Freeman 2014-03-26 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.

**Concurrency in C# Cookbook**-Stephen Cleary 2014-05-15 If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

**Head First C**-David Griffiths 2012-04-03 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.

**Head First Servlets and JSP**-Bryan Basham 2008-03-25 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.

**Head First Kotlin**-Dawn Griffiths 2019-02-13 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 Gently**-Judith Mary Bishop 2001 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 email contact 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 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.

**Head First Software Development**-Dan Pilone 2008-12-26 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.

**Head First HTML with CSS & XHTML**-Elisabeth Freeman 2006 "A complete learning experience for creating industry standard Web pages - but you won't be just reading: you'll be playing games, solving puzzles, pondering mysteries and creating Web pages like you never imagined. You'll be also learning how HTML works with CSS . . . if you're going to create Web pages in the 21st century, then you want to know and to understand CSS, too."

**Teach Yourself Java 1.1 in 21 Days**-Laura Lemay 1997 Introduces the Java programming language, shows how to work with graphics, fonts, color, animation, and sound, and discusses multithreading, Java streams, native methods, and emerging technologies

**Spring Boot Cookbook**-Alex Antonov 2015-09-28 Over 35 recipes to help you build, test, and run Spring applications using Spring Boot About This Book Learn to create different types of Spring Boot applications, configure behavior, and add custom components Become more efficient in testing, deploying, and monitoring Spring Boot based applications This is a practical guide that will help Spring developers to develop and deploy applications using Spring Boot Who This Book Is For If you are a Spring Developer who has good knowledge level and understanding of Spring Boot and application development and now want to learn efficient Spring Boot development techniques in order to make the existing development process more efficient, then this book is for you. What You Will Learn Create Spring Boot applications from scratch Configure and tune web applications and containers Create custom Spring Boot auto-configurations and starters Use Spring Boot Test framework with JUnit, Cucumber, and Spock Configure and tune web applications and containers Deploy Spring Boot as self-starting executables and Docker containers Monitor data using DropWizard, Graphite, and Dashing In Detail Spring Boot is Spring's convention-over-configuration solution. This feature makes it easy to create Spring applications and services with absolute minimum fuss. Spring Boot has the great ability to be customized and enhanced, and is specifically designed to simplify development of a new Spring application. This book will provide many detailed insights about the inner workings of Spring Boot, as well as tips and recipes to integrate the third-party frameworks and components needed to build complex enterprise-scale applications. The book starts with an overview of the important and useful Spring Boot starters that are included in the framework, and teaches you to create and add custom Servlet Filters, Interceptors, Converters, Formatters, and PropertyEditors to a Spring Boot

web application. Next it will cover configuring custom routing rules and patterns, adding additional static asset paths, and adding and modifying servlet container connectors and other properties such as enabling SSL. Moving on, the book will teach you how to create custom Spring Boot Starters, and explore different techniques to test Spring Boot applications. Next, the book will show you examples of configuring your build to produce Docker images and self-executing binary files for Linux/OSX environments. Finally, the book will teach you how to create custom health indicators, and access monitoring data via HTTP and JMX. Style and approach This book is a cohesive collection of recipes that provide developers with a set of connected guidelines on how to build, configure, and customize their application, starting from the design and development stages, all the way through testing, deployment, and production monitoring.

**Learn Java in One Day and Learn It Well**-Jamie Chan 2016-10-07 New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

**Head First Python**-Paul Barry 2010-11-22 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.

**Head first java**-Kathy Sierra 2005

**Beginning Programming with Java For Dummies**-Barry Burd 2017-07-24 Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a

wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you'll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you're just tooling around or embarking on a career, this is the ideal resource you'll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you're hooked. Sound like fun? Here's the place to start.

**Java 8 Lambdas**-Richard Warburton 2014-03-18 If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

**Head First HTML5 Programming**-Eric Freeman 2011-10-06 HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

**Enterprise J2ME**-Michael Juntao Yuan 2004 bull; Covers basic J2ME profiles and popular mobile Java APIs fresh from the Java Community Process bull; Explains wireless Java technologies that enable mobile commerce and Web services bull; Provides complete sample code for each technology covered bull; Written by award-winning author, Michael Yuan -- JavaWorld columnist for the "Wireless Java " column

**Designing Data-Intensive Applications**-Martin Kleppmann 2017-03-16 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability,

efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

**Java**-Herbert Schildt 2018 With Q&A sections; helpful tips; hands-on exercises; self-tests; and example code; this practical book provides up-to-date; essential Java programming skills; and gets you started programming in Java right away. --

**Head First HTML and CSS**-Elisabeth Robson 2012-08-16 Tired of reading HTML books that only make sense after you're an expert? Then it's about time you picked up Head First HTML and really learned HTML. You want to learn HTML so you can finally create those web pages you've always wanted, so you can communicate more effectively with friends, family, fans, and fanatic customers. You also want to do it right so you can actually maintain and expand your web pages over time so they work in all browsers and mobile devices. Oh, and if you've never heard of CSS, that's okay--we won't tell anyone you're still partying like it's 1999--but if you're going to create web pages in the 21st century then you'll want to know and understand CSS. Learn the real secrets of creating web pages, and why everything your boss told you about HTML tables is probably wrong (and what to do instead). Most importantly, hold your own with your co-worker (and impress cocktail party guests) when he casually mentions how his HTML is now strict, and his CSS is in an external style sheet. With Head First HTML, you'll avoid the embarrassment of thinking web-safe colors still matter, and the foolishness of slipping a font tag into your pages. Best of all, you'll learn HTML and CSS in a way that won't put you to sleep. If you've read a Head First book, you know what to expect: a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, this book will load HTML and CSS into your brain in a way that sticks. So what are you waiting for? Leave those other dusty books behind and come join us in Webville. Your tour is about to begin.

**Java Generics and Collections**-Maurice Naftalin 2007 This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

**Head First SQL**-Lynn Beighley 2007-08-28 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.

**Head First Statistics**-Dawn Griffiths 2008-08-26 A comprehensive introduction to statistics that teaches the fundamentals with real-life scenarios, and covers histograms, quartiles, probability, Bayes' theorem, predictions, approximations, random samples, and related topics.

**Head Rush Ajax**-Brett McLaughlin 2006-04-04 Provides information on using Ajax in building Web applications.

**The Chicago Manual of Style**-University of Chicago. Press 2003 Provides information on manuscript preparation, punctuation, spelling, quotations, captions, tables, abbreviations, references, bibliographies, notes,

and indexes, with sections on journals and electronic media.