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Head First ProgrammingHead First PhysicsHead First PMPHead First JavaHead First Object-Oriented Analysis and DesignEJB 3 in ActionThe Good Study GuideHead First JavaEjb Design PatternsHead First 2D GeometryHead First ExcelHead First Servlets and JSPOCA Java SE 8 Programmer I Exam Guide (Exams 1Z0-808)Head First JavaScriptHead First Software DevelopmentHead First EJBHead First C#Ejb 3 In ActionHead First PythonHead First C#Head First AjaxHead First StatisticsFluent PythonHead First Design PatternsHead First NetworkingHead First PHP & MySQLHead First PMPMastering Enterprise JavaBeansBadass: Making Users AwesomeEnterprise JavaBeans 3.1Head First SQLHead First AgileBititer EJBHead First JQueryHead First Web DesignSCJP Sun Certified Programmer for Java 6 Study GuidePro EJB 3OCP Java SE 8 Programmer II Exam Guide (Exam 1Z0-809)Head First CThe Similars

[Head First Programming](#)

Developing your learning skills is one of the best investments you can make. We all need to be lifelong learners now. Whether you are an experienced student or just starting out this book will stimulate, guide and support you. It will make you think about yourself and how your mind learns. And it will change forever the way that you study. Topics include:- motivating yourself and managing your time- taking full advantage of your computer- reading with concentration and understanding- developing flexible note-taking strategies- getting the most from seminars and workshops- making presentations- researching online- handling numbers and charts with confidence- writing clear, well argued assignments- doing yourself justice in exams. For more information, go to www.goodstudyguide.co.uk

[Head First Physics](#)

Addressing the storming controversy of EJB head-on, this guide discusses framework problems and common traps that can snare unwary developers. Advice is provided for choosing persistence strategies beyond EJB entity beans and a list of several entity bean antipatterns. Also offered are session bean and messaging antipatterns and a compelling discussion about how and when to use problematic stateful session beans. Solutions to difficult problems such as effective builds and performance tuning are furnished. Designed for EJB developers, architects, programmers, and project managers, this authoritative reference attacks basic Java programming problems to establish antipatterns as a serious field for Java developers in a well-known context.

[Head First PMP](#)

Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

[Head First Java](#)

The Best Fully Integrated Study System Available--Written by the Lead Developers of Exam 310-065 With hundreds of practice questions and hands-on exercises, SCJP Sun Certified Programmer for Java 6 Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-065 Exam Objective Highlights in every chapter point out certification objectives to ensure you're focused on passing the exam Exam Watch sections in every chapter highlight key exam topics covered Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam practice test with free online registration.

[Head First Object-Oriented Analysis and Design](#)

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

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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.

[EJB 3 in Action](#)

[The Good Study Guide](#)

This is a fast-paced tutorial for both novice and experienced Java developers. It will help you learn EJB 3 and the JPA quickly and easily. This comprehensive, entirely new EJB 3 book starts with a tour of the EJB 3 landscape. It then moves quickly into core topics like building business logic with session and message-driven beans. You'll find four full chapters on the JPA along with practical code samples, design patterns, and performance tuning tips. Overview of the EJB Landscape · Building Business Logic with EJB · Diving into the Java Persistence API (JPA) · Putting EJB 3 into Action · Migration and Interoperability Issues

[Head First Java](#)

What will you learn from this book? Head First PMP teaches you the latest principles and certification objectives in The PMBOK® Guide in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you'll be able to understand, remember, and apply them—not just on the exam, but on the job. No wonder so many people have used Head First PMP as their sole source for passing the PMP exam. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK® Guide, Sixth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First PMP uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

[Ejb Design Patterns](#)

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 2D Geometry](#)

Head First Agile is a complete guide to learning real-world agile ideas, practices, principles. What will you learn from this book? In Head First Agile, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into Scrum, XP, Lean, and Kanban, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. Head First Agile will help you get agile into your brain and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Agile 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 Excel](#)

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](#)

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Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, fro

[OCA Java SE 8 Programmer I Exam Guide \(Exams 1Z0-808\)](#)

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

[Head First JavaScript](#)

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

[Head First Software Development](#)

A Complete, Integrated Study System for OCP Exam 1Z0-809 Study for the OCP Java SE 8 Programmer II exam using this effective exam preparation guide from Oracle Press. Written by a team of experts, including two developers of the original exam, OCP Java SE 8 Programmer II Exam Guide (Exam 1Z0-809) offers comprehensive coverage of every subject on the test and lays out essential Java programming skills. Throughout, step-by-step exercises; self-tests; and "Exam Watch," "Inside the Exam," and "On the Job" sections highlight salient points and aid in learning. In all, the book and accompanying digital content feature more than 350 practice questions that mirror those on the live test in tone, format, and content. Clearly explains every topic on Exam 1Z0-809, including: •Declarations, access control, and enums•Object orientation•Assertions and exceptions•Dates, times, locales, and resource bundles•I/O and NIO•Generics and collections•Inner classes•Lambda expressions and functional interfaces•Streams•Threads•Concurrency•JDBC Electronic content includes: •170 practice exam questions•Fully customizable test engine•Secured book PDF For questions regarding content or to report errata, e-mail hep_customer-service@mheducation.com

[Head First EJB](#)

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 C#](#)

Provides instruction on using Excel including how to build spreadsheets, add and format information, print reports, create charts and graphics, and use basic formulas and functions

[Ejb 3 In Action](#)

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.

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[Head First Python](#)

What's so special about design patterns? At any given moment, someone struggles with the same software design problems you have. And, chances are, someone else has already solved your problem. This edition of Head First Design Patterns—now updated for Java 8—shows you the tried-and-true, road-tested patterns used by developers to create functional, elegant, reusable, and flexible software. By the time you finish this book, you'll be able to take advantage of the best design practices and experiences of those who have fought the beast of software design and triumphed. What's so special about this book? We think your time is too valuable to spend struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Design Patterns uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

[Head First C#](#)

Wouldn't it be great if there were a physics book that showed you how things work instead of telling you how? Finally, with Head First Physics, there is. This comprehensive book takes the stress out of learning mechanics and practical physics by providing a fun and engaging experience, especially for students who "just don't get it." Head First Physics offers a format that's rich in visuals and full of activities, including pictures, illustrations, puzzles, stories, and quizzes -- a mixed-media style proven to stimulate learning and retention. One look will convince you: This isn't mere theory, this is physics brought to life through real-world scenarios, simple experiments, and hypothetical projects. Head First Physics is perfect for anyone who's intrigued by how things work in the natural world. You'll quickly discover that physics isn't a dry subject. It's all about the world we live in, encompassing everything from falling objects and speeding cars, to conservation of energy and gravity and weightlessness, and orbital behavior. This book: Helps you think like a physicist so you can understand why things really work the way they do Gives you relevant examples so you can fully grasp the principles before moving on to more complex concepts Designed to be used as a supplement study guide for the College Board's Advanced Placement Physics B Exam Introduces principles for the purpose of solving real-world problems, not memorization Teaches you how to measure, observe, calculate -- and yes -- how to do the math Covers scientific notation, SI units, vectors, motion, momentum conservation, Newton's Laws, energy conservation, weight and mass, gravitation and orbits, circular motion and simple harmonic motion, and much more If "Myth Busters" and other TV programs make you curious about our physical world -- or if you're a student forced to take a physics course -- now you can pursue the subject without the dread of boredom or the fear that it will be over your head. Head First Physics comes to rescue with an innovative, engaging, and inspirational way to learn physics!

[Head First Ajax](#)

Note for ebook customers: The design and layout of this book play a key role in conveying the author's message. When creating the ebooks, we've tried to keep the look and feel of the print edition, but this means that not all e-reading devices will support the files. The EPUB format is optimized for iPad. The Mobi files are optimized for Kindle Fire tablets and phones and for Kindle reading apps. Imagine you're in a game with one objective: a bestselling product or service. The rules? No marketing budget, no PR stunts, and it must be sustainably successful. No short-term fads. This is not a game of chance. It is a game of skill and strategy. And it begins with a single question: given competing products of equal pricing, promotion, and perceived quality, why does one outsell the others? The answer doesn't live in the sustainably successful products or services. The answer lives in those who use them. Our goal is to craft a strategy for creating successful users. And that strategy is full of surprising, counter-intuitive, and astonishingly simple techniques that don't depend on a massive marketing or development budget. Techniques typically overlooked by even the most well-funded, well-staffed product teams. Every role is a key player in this game. Product development, engineering, marketing, user experience, support—everyone on the team. Even if that team is a start-up of one. Armed with a surprisingly overlooked science and a unique POV, we can reduce the role of luck. We can build sustainably successful products and services that rely not on unethical persuasive marketing tricks but on helping our users have deeper, richer experiences. Not just in the moments while they're using our product but, more importantly, in the moments when they aren't.

[Head First Statistics](#)

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

[Fluent Python](#)

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

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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 Design Patterns](#)

Learn how to code, package, deploy, and test functional Enterprise JavaBeans with the latest edition of this bestselling guide. Written by the developers of JBoss EJB 3.1, this book not only brings you up to speed on each component type and container service in this implementation, it also provides a workbook with several hands-on examples to help you gain immediate experience with these components. With version 3.1, EJB's server-side component model for building distributed business applications is simpler than ever. But it's still a complex technology that requires study and lots of practice to master. Enterprise JavaBeans 3.1 is the most complete reference on this specification. You'll find a straightforward, no-nonsense explanation of the underlying technology, including Java classes and interfaces, the component model, and the runtime behavior of EJB. Develop your first EJBs with a hands-on walkthrough of EJB 3.1 concepts Learn how to encapsulate business logic with Session Beans and Message-Driven Beans Discover how to handle persistence through Entity Beans, the EntityManager, and the Java Persistence API Understand EJB's container services such as dependency injection, concurrency, and interceptors Integrate EJB with other technologies in the Java Enterprise Edition platform Use examples with either the JBossAS, OpenEJB, or GlassFish v3 EJB Containers

[Head First Networking](#)

Provides information on building interactive Web applications using Ajax.

[Head First PHP & MySQL](#)

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 can, 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.

[Head First PMP](#)

Presents the basic principles of planar geometry in easy-to-understand terms, including information on polygons, triangle properties, and the Pythagorean Theorem. --

[Mastering Enterprise JavaBeans](#)

A New York Times Bestseller! Don't miss the series debut that readers are calling Gossip Girl meets The Umbrella Academy, set in an elite boarding school, where secret societies rule, nothing is as it seems, and the genetic copies of attending students have just joined the Junior class This fall, six new students are joining the junior class at the elite Darkwood Academy. But they aren't your regular over-achieving teens. They're DNA duplicates, and these "similars" are joining the class alongside their originals. The Similars are all anyone can talk about. Who are they? What are the odds that all of them would be Darkwood students? And who is the madman who broke the law to create them? Emmaline Chance could care less. Her best friend, Oliver, died over the summer and it's all she can do to get through each day without him. Then she comes face-to-heartbreaking-face with Levi, Oliver's exact DNA copy and one of the Similars. Emma wants nothing to do with the Similars, but she keeps getting pulled deeper into their world. She can't escape the dark truths about them or her prestigious school. No one can be trusted, not even the boy she is falling for with Oliver's face. This exhilarating and riveting debut by Rebecca Hanover is the next obsession for readers who devoured Two Can Keep a Secret, One of Us Is Lying, Scythe, and Stronger, Faster, and More Beautiful.

[Badass: Making Users Awesome](#)

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

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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.

[Enterprise JavaBeans 3.1](#)

Up-to-date coverage of every topic on the Java 8 SE Programmer I exam Prepare for the OCA Java SE 8 Programmer I exam using this effective self-study system from Oracle Press. Written by developers of the original Sun Certified Java Programmer exam, OCA Java SE 8 Programmer I Exam Guide (Exam 1Z0-808) includes two complete, accurate practice exams. In all, you will get more than 200 practice questions that mirror those on the actual test in content, tone, and format. Beyond fully preparing you for the challenging exam, the book also serves as an ideal on-the-job reference. Clearly explains every topic on Exam 1Z0-808, including: • Declarations • Access control • Object orientation • Assignments • Operators • Flow control • Exceptions • Strings • Arrays • ArrayLists Electronic content includes: • 200+ practice exam questions • Fully customizable test engine • Secured book PDF

[Head First SQL](#)

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 First Agile](#)

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation. Original.

[Bitter EJB](#)

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 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.

[Head First JQuery](#)

"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

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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!

[Head First Web Design](#)

Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first edition of EJB 3 in Action. Table of Contents PART 1 OVERVIEW OF THE EJB LANDSCAPE What's what in EJB 3 A first taste of EJB PART 2 WORKING WITH EJB COMPONENTS Building business logic with session beans Messaging and developing MDBs EJB runtime context, dependency injection, and crosscutting logic Transactions and security Scheduling and timers Exposing EJBs as web services PART 3 USING EJB WITH JPA AND CDI JPA entities Managing entities JPQL Using CDI with EJB 3 PART 4 PUTTING EJB INTO ACTION Packaging EJB 3 applications Using WebSockets with EJB 3 Testing and EJB

[SCJP Sun Certified Programmer for Java 6 Study Guide](#)

This book covers C? & .NET 4.0 and Visual Studio 2010, and teaches everything from inheritance to serialization.--[book cover].

[Pro EJB 3](#)

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 Microsystems'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 Strategy 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, 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

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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.

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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.

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First EJB 3.0 book on the market and a definitive guide to the major innovation in EJB: the new persistence API Offers unparalleled insight and expertise: lead authored by the co-lead on the EJB 3.0 spec (Mike Keith)

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