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Greene,2010-05-18 This book covers C NET 4 0 and Visual Studio 2010 and teaches everything from inheritance to serialization book cover Head First Software Development Dan Pilone,Russ Miles,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 EJB** Kathy Sierra,Bert Bates,2003-10-28 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 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

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Head First Java Kathy Sierra, Bert Bates, 2005 *Head First Design Patterns* Eric Freeman, Elisabeth Robson, Bert Bates, Kathy Sierra, 2004-10-25 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 Java Enterprise in a Nutshell Jim Farley, William Crawford, 2006 With the recent release of Java 2 Enterprise Edition 1 4 developers are being called on to add even greater more complex levels of interconnectivity to their applications To do this Java developers need a clear understanding of how to apply the new APIs and the capabilities and pitfalls in the program which they can discover in this edition **Spring: A Developer's Notebook** Bruce Tate, Justin Gehtland, 2005-04-10 Since development first began on Spring in 2003 there s been a constant buzz about it in Java development publications and corporate IT departments The reason is clear Spring is a lightweight Java framework in a world of complex heavyweight architectures that take forever to implement Spring is like a breath of fresh air to overworked developers In Spring you can make an object secure remote or transactional with a couple of lines of configuration instead of embedded code The resulting application is simple and clean In Spring you can work less and go home early because you can strip away a whole lot of the redundant code that you tend to see in most J2EE applications You won t be nearly as burdened with meaningless detail In Spring you can change your mind without the consequences bleeding through your entire application You ll adapt much more quickly than you ever could before Spring A Developer s Notebook offers a quick dive into the new Spring framework designed to let you get hands on as quickly as you like If you don t want to bother with a lot of theory this book is definitely for you You ll work through one example after another Along the way you ll discover the energy and promise of the Spring framework This practical guide features ten code intensive labs that ll rapidly get you up to speed You ll learn how to do the following and more install the Spring Framework set up the development environment use Spring with other open source Java tools such as Tomcat Struts and Hibernate master AOP and transactions utilize ORM solutions As with all titles in the Developer s Notebook series this no

nonsense book skips all the boring prose and cuts right to the chase It s an approach that forces you to get your hands dirty by working through one instructional example after another examples that speak to you instead of at you **Java 5.0 Tiger** Brett McLaughlin,David Flanagan,2004-06-25 Ch 1 What s new Ch 2 Generics Ch 3 Enumerated types Ch 4 Autoboxing and unboxing Ch 5 Varargs Ch 6 Annotations Ch 7 The for in statement Ch 8 Static imports Ch 9 Formatting Ch 10 Threading

Java Generics and Collections Maurice Naftalin,Philip Wadler,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 Advances in Artificial Intelligence Jose A. Lozano,José A. Gámez,José A. Moreno-Pérez,2011-10-28 This book constitutes the refereed proceedings of the 14th Conference of the Spanish Association for Artificial Intelligence CAEPIA 2009 held in La Laguna Canary Islands Spain in November 2011 The 50 revised full papers presented were carefully selected from 149 submissions The papers are organized in topical sections on agent based and multi agent systems machine learning knowledge representation logic search and planning multidisciplinary topics and applications vision and robotics soft computing Web intelligence and information retrieval Games in Libraries Breanne A. Kirsch,2014-02-11 Librarians are beginning to see the importance of game based learning and the incorporation of games into library services This book is written for them so they can use games to improve people s understanding and enjoyment of the library Full of practical suggestions the essays discuss not only innovative uses of games in libraries but also the game making process The contributors are all well versed in games and game based learning and a variety of different types of libraries are considered The essays will inspire librarians and educators to get into this exciting new area of patron and student services

Head First Java Book Review: Unveiling the Magic of Language

In an electronic digital era where connections and knowledge reign supreme, the enchanting power of language has been apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Head First Java**," compiled by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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