

Head First Design Patterns

Presents information on using HTML5 to create dynamic, data-rich Web pages, covering such topics as geolocation, 2D drawing, Web storages, and Web workers.

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

Head First Design Patterns"O'Reilly Media, Inc."

"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."

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

HTML & CSS

You know you don't want to reinvent the wheel, so you look to design patterns--the lessons learned by those who've faced the same software design problems. With design patterns, you get to take advantage of the best practices and experience of others so that you can spend your time on something more challenging. Something more fun. This book shows you the patterns that matter, when to use them and why, how to apply them to your own designs, and the object-oriented design principles on which the patterns are based. Most importantly, you want to learn design patterns 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. Newly updated and expanded, Head First Design Patterns, 2E, will load patterns into your brain in a way that sticks. In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team. Join the hundreds of thousands of developers who have already improved their object-oriented design skills through Head First Design Patterns.

UML

You know you don't want to reinvent the wheel (or worse, a flat tire), so you look to Design Patterns--the lessons learned by those who've faced the same problems. With Design Patterns, you get to take advantage of the best practices and experience of others, so that you can spend your time on...something else. Something more challenging. Something more complex. Something more fun. Head First Design Patterns Poster is a companion to Head First Design Patterns. It summarizes visually, 16 of the most common design patterns including Adapter, Command, Composite Decorator, Observer, Proxy, State, Singleton, Strategy, and more. Each pattern includes a handy page reference to both Head First Design Patterns and the "Gang of Four" text, the canonical description of the pattern, and a visual guide designed (and inspired by the examples in Head First Design Patterns) to jog your memory of the objects, classes, and their relationships. In addition, the poster includes the "best of" the Head First "Guide to Better Living with Patterns," including how to read a patterns catalog, the power of a shared vocabulary and annihilating evil with anti-

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.

?????:Richard Helm,Ralph Johnson,John Vlissides ?????:???,??,???

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.

What will you learn from this book? You know you don't want to reinvent the wheel, so you look to Design Patterns: the lessons learned by those who've faced the same software design problems. With Design Patterns, you get to take advantage of the best practices and experience of others so you can spend your time on something more challenging. Something more fun. This book shows you the patterns that matter, when to use them and why, how to apply them to your own designs, and the object-oriented design principles on which they're based. Join hundreds of thousands of developers who've improved their object-oriented design skills through Head First Design Patterns. 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. With Head First Design Patterns, 2E you'll learn design principles and patterns in a way that won't put you to sleep, so you can get out there to solve software design problems and speak the language of patterns with others on your team.

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You know you don't want to reinvent the wheel, so you look to design patterns-the lessons learned by those who've faced the same software design problems. With design patterns, you get to take advantage of the best practices and experience of others so that you can spend your time on something more challenging. Something more fun. This book shows you the patterns that matter,

when to use them and why, how to apply them to your own designs, and the object-oriented design principles on which the patterns are based. Most importantly, you want to learn design patterns 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. Newly updated and expanded, Head First Design Patterns, 2E, will load patterns into your brain in a way that sticks. In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team. Join the hundreds of thousands of developers who have already improved their object-oriented design skills through Head First Design Patterns . 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.

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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.

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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, from customer requirements to hand-drawn storyboards all the way to finished HTML and CSS creations that offer an unforgettable online presence.

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

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.

Online Library Head First Design Patterns

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.

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