

Head First Ejb Passing The Sun Certified Business Component Developer Exam

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. Java Security, 2nd Edition, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). Java Security, 2nd Edition, will give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

A guide for data managers and analyzers shares guidelines for identifying patterns, predicting future outcomes, and presenting findings to others; drawing on current research in cognitive science and learning theory while covering such additional topics as assessing data quality, handling ambiguous information, and organizing data within market groups. Original.

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.

Expert One-on-One J2EE Development without EJB

Passing the Sun Certified Business Component Developer Exam

Head First PHP & MySQL

A Learner's Guide to Programming Using the Python Language

Head First Android Development

Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

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!

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.

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.

A learner's guide to programming using the Python language

Head First Learn to Code

Head First Programming

Head First 2D Geometry

Head First JavaScript

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.

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.

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

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.

Provides information on building interactive Web applications using Ajax.

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.

What will you learn from this book? If you have an idea for a killer Android app, this fully revised and updated edition will get you up and running in a jiffy. You'll go beyond syntax and how-to manuals and learn how to think like a great Android developer. This hands-on book teaches you everything from designing user interfaces to building multi-screen apps that persist data in a database. It covers the latest features of Android Jetpack, including Jetpack Compose. It's like having an experienced Android developer sitting right next to you! If you have some Kotlin know-how, you're ready to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Head First WordPress

Head First Data Analysis

Head First Object-Oriented Analysis and Design

J2EE 1.4

Head First C#

Now updated for the 2021 PMP Exam 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.

"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 are communicating 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!

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.

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.

A Learner's Guide to Coding and Computational Thinking

Java Persistence with Hibernate

Bitter EJB

Head First Networking

What is this book about? Expert One-on-One J2EE Development without EJB shows Javadevelopers and architects how to build robust J2EE applicationswithout having to use Enterprise JavaBeans (EJB). This practical,code-intensive guide provides best practices for using simpler andmore effective methods and tools, including JavaServer pages,servlets, and lightweight frameworks. What does this book cover? The book begins by examining the limits of EJB technology— what it does well and not so well. Then the authors guideyou through alternatives to EJB that you can use to create higherquality applications faster and at lower cost — both agilemethods as well as new classes of tools that have evolved over thepast few years. They then dive into the details, showing solutions based on thelightweight framework they pioneered on SourceForge — one ofthe most innovative open source communities. They demonstrate howto leverage practical techniques and tools, including the popularopen source Spring Framework and Hibernate. This book also guidesyou through productive solutions to core problems, such astransaction management, persistence, remoting, and Web tier design.You will examine how these alternatives affect testing,performance, and scalability, and discover how lightweightarchitectures can slash time and effort on many projects. What will you learn from this book? Here are some details on what you'll find in this book: How to find the simplest and most maintainable architecture foryour application Effective transaction management without EJB How to solve common problems in enterprise software developmentusing AOP and Inversion of Control Web tier design and the place of the Web tier in awell-designed J2EE application Effective data access techniques for J2EE applications withJDBC, Hibernate, and JDO How to leverage open source products to improve productivityand reduce custom coding How to design for optimal performance and scalability

A thorough introduction to the complexities of J2EE that explains the big picture without getting bogged down in the details or hype.

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

Frustrated with networking books so chock-full of acronyms that your brain goes into sleep mode? Head First Networking's unique, visually rich format provides a task-based approach to computer networking that makes it easy to get your brain engaged. You'll learn the concepts by tying them to on-the-job tasks, blending practice and theory in a way that only Head First can. With this book, you'll learn skills through a variety of genuine scenarios, from fixing a malfunctioning office network to planning a network for a high-technology haunted house. You'll learn exactly what you need to know, rather than a laundry list of acronyms and diagrams. This book will help you:

Master the functionality, protocols, and packets that make up real-world networking Learn networking concepts through examples in the field Tackle tasks such as planning and diagramming networks, running cables, and configuring network devices such as routers and switches Monitor networks for performance and problems, and learn troubleshooting techniques Practice what you've learned with nearly one hundred exercises, questions, sample problems, and projects Head First's popular format is proven to stimulate learning and retention by engaging you with images, puzzles, stories, and more. Whether you're a network professional with a CCNA/CCNP or a student taking your first college networking course, Head First Networking will help you become a network guru.

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

Head First Software Development

Head First EJB

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

A Brain Friendly Guide to OOA&D

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.

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)

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

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 C

Up and Running

A learner's companion to mechanics and practical physics (AP Physics B - Advanced Placement)

Java Security

A Brain-Friendly Guide

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

Opens with a chapter discussing the details of the SCWCD certification exam and process, then offers an overview of web applications as well as the servlet and JSP technologies, and, finally, covers each of the exam's thirteen objectives. Original. (All Users)

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 EJBPassing the Sun Certified Business Component Developer Exam"O'Reilly Media, Inc."

Java Web Services: Up and Running

A Learner's Companion to Passing the Project Management Professional Exam

Head First Physics

Head First Servlets and JSP

Passing the Sun Certified Web Component Developer Exam

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. ??????????

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

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 PMP

Badass: Making Users Awesome

EJB 3 in Action