Head First Java

A Brain-Friendly Guide

Head First Java
2nd Edition
Covers Java 5.0

Learn how threads can change your life

Make Java concepts stick to your brain

Fool around in the Java Library

Avoid embarassing OO mistakes

Bend your mind around 42 Java puzzles

Make attractive and useful GUIs

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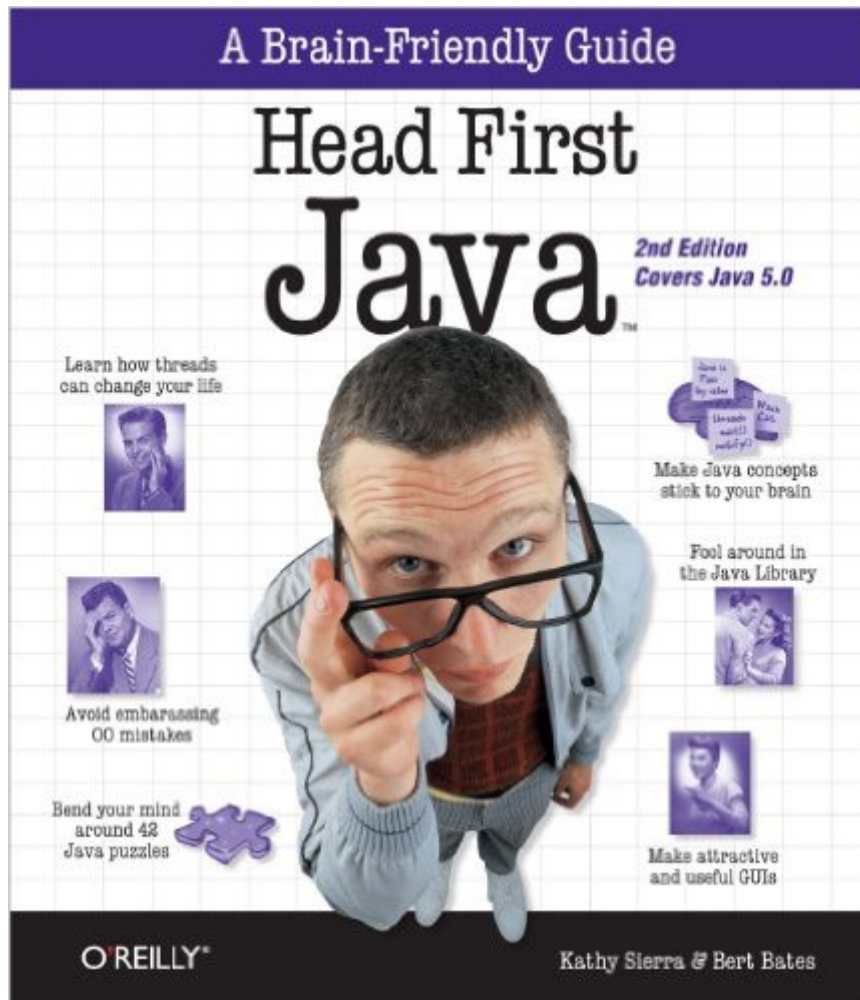
Synopsis

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.

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Customer Reviews

I really wanted to like this book. I bought the Head First book on design patterns and love it. It was the right mix of irreverance and information. So, I bought this book even though I have been a Java developer for over 5 years. I was excited to see how the Head First authors handled a beginners book for Java.Not too well, in my opinion. Chapter Three, in particular, was a mess. This chapter introduces the notion of variables yet never explains what an integer variable is. No explanation is given of the float type. We are told that a byte holds 8 bits...but not told what a bit is. We are not told how to assign a hexadecimal value to an int. We are not told that if we assign a numeric value with a leading zero...the compiler will assume that you meant to use octal values. The reader is not told that Strings are immutable. These are all things that will trip up a beginner (the target market for this book). The author of this chapter doesn't even bother to mention that a Java array uses a zero-based index.Both primitives and the notion of classes are introduced in Chapter Three. Yet, the author doesn't mention that all primitives (except boolean) have wrapper classes. Strings are introduced...but, no mention is made of the StringBuffer or StringBuilder (very useful and often used classes). These items are included in the back of the book in Appendix B.There are so many things left out that I wonder if the publisher actually had any beginners read this book. Readers of this book will finish this book still ignorant of many Java essentials.Here is one of their dumbed-down explanations for an object reference:"Think of a Dog reference variable as a Dog remote control. You use it to get the object to do something (invoke methods).

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) Head First C#, 2E: A Learner's Guide to Real-World Programming with Visual C# and .NET (Head First Guides) Javascript: Beginner to Expert with Javascript Programming (Javascript, Javascript Programming, Javascript for Beginners, Java, Java Programming, Java for Beginners,) JAVA: JAVA 100 Tests, Answers & Explanations, Pass Final Exam, Pass Job Interview Exam, Pass Engineer Certification Exam, Examination, Learn JAVA programming in easy steps: A Beginner's Guide Head First Java How To Treat Head Lice In 14 Minutes: Treatment, Removal, Home Remedies, Hair Lice Shampoo, How To Kill Lice Eggs, Body Lice Nits, How Do You Get, Head Lice Facts Book How to get rid of head lice.: Treating and preventing head lice Head Lice Removal: Learn how to deal with a head lice infestation and what precautions you can take to prevent re-infestation Head Lice Treatment: How to Treat Head Lice Using Essential Oils Head Lice Treatment That Works! How to Safely and Effectively Get Rid of and Prevent Head Lice Head Lice (Head-To-Toe Health) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) SOA with Java: Realizing Service-Orientation with Java Technologies (The Prentice Hall Service Technology Series from Thomas Erl) App Development: Swift Programming : Java Programming: Learn In A Day! (Mobile Apps, App Development, Swift, Java) Programming with Java IDL: Developing Web Applications with Java and CORBA Java Internationalization (Java Series) Data Structures in Java: From Abstract Data Types to the Java Collections Framework