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Head First HTML and CSS "O'Reilly Media, Inc." Presents information on creating Web pages using HTML and CSS. **Head First HTML with CSS & XHTML** O'Reilly Media "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." **Head First HTML5 Programming Building Web Apps with JavaScript** "O'Reilly Media, Inc." 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 Programing: 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.* **Head First JavaScript** "O'Reilly Media, Inc." Provides information on scripting Web applications with JavaScript. **Head First JavaScript Programming A Brain-Friendly Guide** "O'Reilly Media, Inc." 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.* **Head First HTML5 Programming Building Web Apps with JavaScript** "O'Reilly Media, Inc." Presents information on using HTML5 to create dynamic, data-rich Web pages, covering such topics as geolocation, 2D drawing, Web storages, and Web workers. **HTML and CSS Design and Build Websites** John Wiley & Sons A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781119038634; and in softcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781118907443. **Head First Learn to Code A Learner's Guide to Coding and Computational Thinking** "O'Reilly Media, Inc." 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. **Head First PHP & MySQL** "O'Reilly Media, Inc." 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. **Head First Design Patterns** "O'Reilly Media, Inc." 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. **Head First Mobile Web** "O'Reilly Media, Inc." Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques. **Head First JQuery** "O'Reilly Media, Inc." 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. **Head First PMP A Learner's Companion to Passing the Project Management Professional Exam** O'Reilly Media 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. **The Coding Dojo Handbook** Lulu.com This handbook is a collection of concrete ideas for how you can get started with a Coding Dojo, where a group of programmers can focus on improving their practical coding skills. **Learning Web Design A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics** "O'Reilly Media, Inc." Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics **Head First Excel A Learner's Guide to Spreadsheets** "O'Reilly Media, Inc." 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 **Design Patterns in Communications Software** Cambridge University Press This is the definitive compendium of design patterns in communication software, gathered together by Linda Rising, Ph.D., a recognized leader in the field. Contributors include James O. Coplien, Douglas C. Schmidt, Robert Hanmer, Greg Utas, Just van den Broecke, Don Olson, Carlos O'Ryan, Christopher D. Gill, and other experts from the patterns community. This is the ideal reference for engineers and other professionals working in the field of communications software development. **Head First iPhone and iPad Development A Learner's Guide to Creating Objective-C Applications for the iPhone and iPad** "O'Reilly Media, Inc." Provides information on using iOS SDK tools to create applications for the iPhone and the iPad. **Head First Python A Brain-Friendly Guide** "O'Reilly Media, Inc." 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. **CSS Secrets Better Solutions to Everyday Web Design Problems** "O'Reilly Media, Inc." In this practical guide, CSS expert Lea Verou provides 47 undocumented techniques and tips to help intermediate-to advanced CSS developers devise elegant solutions to a wide range of everyday web design problems. Rather than focus on design, CSS Secrets shows you how to solve problems with code. You'll learn how to apply Lea's analytical approach to practically every CSS problem you face to attain DRY, maintainable, flexible, lightweight, and standards-compliant results. Inspired by her popular talks at over 60 international web development conferences, Lea Verou provides a wealth of information for topics including: Backgrounds and Borders Shapes Visual Effects Typography User Experience Structure and Layout Transitions and Animations **Head First C#** O'Reilly Media 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. **Head First Web Design** ["O'Reilly Media, Inc."](#) 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 **HTML and CSS Visual QuickStart Guide** [Peachpit Press](#) Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best practices. Finally, you will test and debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques. **Head First SQL Your Brain on SQL -- A Learner's Guide** ["O'Reilly Media, Inc."](#) 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. **Head First JavaScript Programming A Brain-Friendly Guide** ["O'Reilly Media, Inc."](#) 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. **Responsive Web Design with HTML5 and CSS Develop future-proof responsive websites using the latest HTML5 and CSS techniques, 3rd Edition** [Packt Publishing Ltd](#) Harness the latest capabilities of HTML5 and CSS to create a single UI that works flawlessly on mobile phones, tablets, and desktops — plus everything in-between Key Features Understand what responsive web design is and its significance for modern web development Explore the latest developments in responsive web design including variable fonts, CSS Scroll Snap, and more Get to grips with the uses and benefits of the new CSS Grid layout Book Description *Responsive Web Design with HTML5 and CSS, Third Edition* is a renewed and extended version of one of the most comprehensive and bestselling books on the latest HTML5 and CSS tools and techniques for responsive web design. Written in the author's signature friendly and informal style, this edition covers all the newest developments and improvements in responsive web design including better user accessibility, variable fonts and font loading, CSS Scroll Snap, and much, much more. With a new chapter dedicated to CSS Grid, you will understand how it differs from the Flexbox layout mechanism and when you should use one over the other. Furthermore, you will acquire practical knowledge of SVG, writing accessible HTML markup, creating stunning aesthetics and effects with CSS, applying transitions, transformations, and animations, integrating media queries, and more. The book concludes by exploring some exclusive tips and approaches for front-end development from the author. By the end of this book, you will not only have a comprehensive understanding of responsive web design and what is possible with the latest HTML5 and CSS, but also the knowledge of how to best implement each technique. What you will learn Integrate CSS media queries into your designs; apply different styles to different devices Load different sets of images depending upon screen size or resolution Leverage the speed, semantics, and clean markup of accessible HTML patterns Implement SVGs into your designs to provide resolution-independent images Apply the latest features of CSS like custom properties, variable fonts, and CSS Grid Add validation and interface elements like date and color pickers to HTML forms Understand the multitude of ways to enhance interface elements with filters, shadows, animations, and more Who this book is for Are you a full-stack developer who needs to gem up on his front-end skills? Perhaps you work on the front-end and you need a definitive overview of all modern HTML and CSS has to offer? Maybe you have done a little website building but you need a deep understanding of responsive web designs and how to achieve them? This is a book for you! All you need to take advantage of this book is a working understanding of HTML and CSS. No JavaScript knowledge is needed. **Head First Android Development** ["O'Reilly Media, Inc."](#) 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. **Creating Cool Web Sites with HTML, XHTML, and CSS** [John Wiley & Sons](#) Walks readers through the process of creating a basic Web site from scratch using HTML, the basis for billions of Web pages, and then jazzing it up with advanced techniques from the author's award-winning sites This updated edition features new material that shows readers how to attract visitors to a site and keep them there, including new JavaScript examples and coverage of cascading style sheets and

XHTML, technologies that make building successful Web sites even easier Also features exciting new tips and tricks for beginning and advanced users, as well as more expanded examples and samples for users to incorporate in their own sites The book moves from basic design and deployment to advanced page layout strategies, showing how to spice up new or existing sites with sound, video, and animation

CSS and Documents "O'Reilly Media, Inc." Cascading Style Sheets (CSS) is a powerful tool that transforms the presentation of a document or a collection of documents, and it's spread to nearly every corner of the Web—as well as many non-web environments. In this free introduction to Cascade Style Sheets, you'll learn how CSS makes it possible for you to completely change the way document elements are presented by a user agent. You'll discover the origins of this specification and how CSS styles work with HTML. Learn how you can choose style sheets based on the features of a given media type, including desktop screens, web-enabled phones, digital projectors, TVs, Braille devices, print documents, and even various audio renderings of a document. CSS and Documents is an excerpt from the forthcoming 4th edition of *CSS: The Definitive Guide*.

Head First Java A Brain-Friendly Guide "O'Reilly Media, Inc." Learning a complex new language is no easy task especially when it is 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 Data Analysis A Learner's Guide to Big Numbers, Statistics, and Good Decisions "O'Reilly Media, Inc." 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.

HTML5 Pocket Reference Quick, Comprehensive, Indispensable "O'Reilly Media, Inc." Annotation Need help finding the right HTML5 element or attribute for your web page or application? HTML5 Pocket Reference is the classic reference that web designers and developers have been keeping close at hand for more than thirteen years. This fifth edition has been updated to reflect the current state of HTML5, including the HTML5 Candidate Recommendation, the emerging HTML5.1 Working Draft, and the living WHATWG standard. Features include: An alphabetical listing of every element and attribute in HTML5, HTML5.1, and the WHATWG living standard Descriptions, markup examples, content categories, content models, and start- and end-tag requirements for every element At-a-glance notes indicating the differences between the HTML5 specifications and HTML 4.01 Useful charts of special characters An overview of HTML5 APIs If you're an experienced web designer or developer who needs a quick resource for working with established web standards, this handy book is indispensable.

The Little Book of Little Books HTML and CSS Frameworks, Coding Guidelines, Quality Control np The Little Book of Little Books consists of three booklets, originally released in 2015 and 2016. They have been lightly updated and edited (with permission and release by the former publisher, O'Reilly). The Little Book of HTML/CSS Frameworks provides guidance for the development and use of web frameworks. It was written during a time when frameworks were used by linking to their style sheets. While times have changed, it's the author's conviction that the principles outlined in the book still hold, and that it provides unique views to the advantage of everyone working with frameworks. The Little Book of HTML/CSS Coding Guidelines outlines the benefits of coding standards and discusses them on the basis of the Google HTML/CSS Style Guide. It was written during a time when there was little tooling to format code automatically. Back in 2012, the author had revised and published the Google guidelines; many years later, he maintains that the modern frontend developer and their craft still benefit from such standards. The Little Book of Website Quality Control reviews quality assurance and control and offers a comprehensive collection of tools. It was written during a time when there were few automated testing options, with a focus on web-based manual testing. The author believes this has been one of his weakest books, ponders why he didn't do better, but likes the idea that, over time, he can make updates that make it a little less shallow. → This is the book if you want to travel back in time for a complementary perspective on frameworks, coding guidelines, quality control—and the craft of web development.

Head First Programming A learner's guide to programming using the Python language "O'Reilly Media, Inc." 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 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. **CSS Pocket Reference Visual Presentation for the Web** ["O'Reilly Media, Inc."](#) When you're working with CSS and need a quick answer, *CSS Pocket Reference* delivers. This handy, concise book provides all of the essential information you need to implement CSS on the fly. Ideal for intermediate to advanced web designers and developers, the 4th edition is revised and updated for CSS3, the latest version of the Cascading Style Sheet specification. Along with a complete alphabetical reference to CSS3 selectors and properties, you'll also find a short introduction to the key concepts of CSS. Based on *Cascading Style Sheets: The Definitive Guide*, this reference is an easy-to-use cheatsheet of the CSS specifications you need for any task at hand. This book helps you: Quickly find and adapt the style elements you need Learn how CSS3 features complement and extend your CSS practices Discover new value types and new CSS selectors Implement drop shadows, multiple backgrounds, rounded corners, and border images Get new information about transforms and transitions **Head First 2D Geometry A Brain-Friendly Guide** ["O'Reilly Media, Inc."](#) Presents the basic principles of planar geometry in easy-to-understand terms, including information on polygons, triangle properties, and the Pythagorean Theorem. -- **Head First Design Patterns A Brain-Friendly Guide** ["O'Reilly Media, Inc."](#) 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 Object-Oriented Analysis and Design A Brain Friendly Guide to OOA&D** [O'Reilly Media](#) "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! **Sams Teach Yourself HTML, CSS, and JavaScript All in One** [Sams Publishing](#) *Sams Teach Yourself HTML, CSS and JavaScript All in One* The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni *Mastering HTML, CSS, and JavaScript* is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. *Sams Teach Yourself HTML, CSS, and JavaScript All in One* brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (*Sams Teach Yourself PHP, MySQL and Apache All in One*) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites. **JavaScript for Absolute Beginners** [Apress](#) If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as `Object.create()`, `Function.prototype.bind()`, strict mode, `querySelector()`, `querySelectorAll()`, and `getElementsByClassName()`. As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will

go from JavaScript beginner to wizard, acquiring the skills recruiters desire.