

Head First JQuery Ryan Benedetti

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.

Build Your Own ASP.NET 4 Web Site Using C# & VB is aimed at beginner ASP.NET developers wanting to develop their skills, web designers wanting to move into server-side programming, and experienced developers making the leap from ASP to .NET. Readers will learn: language and programming basics how to construct ASP.Net Web Pages how to build web applications to use validation controls database design and development how to use ADO.NET how to manage data and content how to integrate Ajax and jQuery the role of MVC ... all in the process of successfully developing and deploying a working intranet site for a fictional company.

Provides information on Web development for multiple devices, covering such topics as structure and semantics, device APIs, multimedia, and Web apps.

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.

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go Chat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

jQuery simplifies building rich, interactive web frontends. Getting started with this JavaScript library is easy, but it can take years to fully realize its breadth and depth; this cookbook shortens the learning curve considerably. With these recipes, you'll learn patterns and practices from 19 leading developers who use jQuery for everything from integrating simple components into websites and applications to developing complex, high-performance user interfaces. Ideal for newcomers and JavaScript veterans alike, jQuery Cookbook starts with the basics and then moves to practical use cases with tested solutions to common web development hurdles. You also get recipes on advanced topics, such as methods for applying jQuery to large projects. Solve problems involving events, effects, dimensions, forms, themes, and user interface elements Learn how to enhance your forms, and how to position and reposition elements on a page Make the most of jQuery's event management system, including custom events and custom event data Create UI elements-such as tabs, accordions, and modals-from scratch Optimize your code to eliminate bottlenecks and ensure peak performance Learn how to test your jQuery applications The book's contributors include: Cody Lindley James Padolsey Ralph Whitbeck Jonathan Sharp Michael Geary and Scott González Rebecca Murphey Remy Sharp Ariel Flesler Brian Cherne Jörn Zaefferer Mike Hostetler Nathan Smith Richard D. Worth Maggie Wachs, Scott Jehl, Todd Parker, and Patty Toland Rob Burns

A guide to JavaBeans provides more than two hundred questions and answers to help readers pass the Sun Certified Business Component Developer exam.

Ideal for application developers who use SQL Server 2005, this book presents the essential SQL statements for retrieving and updating the data in a database, because that's what every application developer needs to know. It shows how to design and create a database, because application developers often end up in the role of database designer and DBA.

Create efficient and smart web applications with jQuery 3.0 using this step-by-step practical tutorial About This Book* Create a fully featured and responsive client-side application using jQuery* Explore all the latest features of jQuery 3.0 and code examples updated to reflect modern JavaScript environments* Develop high performance interactive pages Who This Book Is For This book is ideal for client-side JavaScript developers. You do need to have any previous experience with jQuery, although basic JavaScript programming knowledge is necessary. What you will learn* Create custom interactive elements for your web designs* Find out how to create the best user interface for your web applications* Use selectors in a variety of ways to get anything you want from a page when you need it* Master events to bring your web pages to life* Add flair to your actions with a variety of different animation effects* Discover the latest features available in jQuery with the latest update of this incredibly popular title* Using jQuery npm Packages In Detail If you are a web developer and you want to create web applications that look good as well as being efficient, have rich user interfaces, and integrate seamlessly with any back end using AJAX, then this book is the ideal match for you. We'll show you how you can integrate jQuery 3.0 into your web pages, avoid complex JavaScript code to create brilliant animation effects for your web applications, and create a flawless app with professional interoperability features. We start with configuring and customising the jQuery environment, and getting hands-on with DOM manipulation. Next, we'll explore event handling advanced animations, creating optimised user interfaces for your applications, and building useful third-party plugins. We'll also show you how to integrate jQuery with your favourite back-end framework. Moving on, you'll grasp how the ECMAScript 6 features will to affect your web development process with jQuery. You'll discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0 in great detail, along with sample code as well as examples. By the end of the book, you will be able to successfully create a fully featured and efficient single page web application using jQuery and will be able to

leverage all the new features of jQuery 3.0 effectively.

Annotation This compilation of best practice jQuery solutions provides a cookbook of ready-to-go suggestions to help breathe life into any web page. It covers topics such as scrolling, animating, backgrounds, crossfaders, menus, buttons and how to write your own jQuery plug-ins.

This two-volume set LNBI 10813 and LNBI 10814 constitutes the proceedings of the 6th International Work-Conference on Bioinformatics and Biomedical Engineering, IWBBIO 2018, held in Granada, Spain, in April 2018. The 88 regular papers presented were carefully reviewed and selected from 273 submissions. The scope of the conference spans the following areas: bioinformatics for healthcare and diseases; bioinformatics tools to integrate omics dataset and address biological question; challenges and advances in measurement and self-parametrization of complex biological systems; computational genomics; computational proteomics; computational systems for modelling biological processes; drug delivery system design aided by mathematical modelling and experiments; generation, management and biological insights from big data; high-throughput bioinformatic tools for medical genomics; next generation sequencing and sequence analysis; interpretable models in biomedicine and bioinformatics; little-big data. Reducing the complexity and facing uncertainty of highly underdetermined phenotype prediction problems; biomedical engineering; biomedical image analysis; biomedical signal analysis; challenges in smart and wearable sensor design for mobile health; and healthcare and diseases.

Exotic Fruits Reference Guide is the ultimate, most complete reference work on exotic fruits from around the world. The book focuses on exotic fruit origin, botanical aspects, cultivation and harvest, physiology and biochemistry, chemical composition and nutritional value, including phenolics and antioxidant compounds. This guide is in four-color and contains images of the fruits, in addition to their regional names and geographical locations. Harvest and post-harvest conservation, as well as the potential for industrialization, are also presented as a way of stimulating interest in consumption and large scale production. Covers exotic fruits found all over the world, described by a team of global contributors Provides quick and easy access to botanical information, biochemistry, fruit processing and nutritional value Features four-color images throughout for each fruit, along with its regional name and geographical location Serves as a useful reference for researchers, industrial practitioners and students

jQuery in easy steps instructs you how to script dynamic web pages using the popular jQuery JavaScript library, giving complete examples that illustrate each aspect with colourized source code. jQuery in easy steps begins by explaining how to incorporate the free jQuery library so you can quickly create interactive web page features by copying the book's examples. It demonstrates how to easily select elements of the web page for manipulation and how to simply produce dynamic responses to user events.

Examples illustrate various exciting animation effects and how to employ the power of AJAX to load external data without refreshing the entire web page. The book concludes by demonstrating how you can use your acquired knowledge to create your very own distributable plugins for the jQuery library. jQuery in easy steps assumes you will already have some basic knowledge of HTML, CSS, and JavaScript and are now ready to embrace the jQuery philosophy of "write less - do more" to enhance your web pages. It has an easy-to-follow style that will appeal to web developers who want to quickly learn the latest dynamic techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development that need a thorough understanding of jQuery.

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 With PHP for the World Wide Web, Fourth Edition: Visual QuickStart Guide, readers can start from the beginning to get a tour of the programming language, or look up specific tasks to learn just what they need to know. This task-based visual reference guide uses step-by-step instructions and plenty of screenshots to teach beginning and intermediate users this popular open-source scripting language. Leading technology author Larry Ullman guides readers through the latest developments including use and awareness of HTML5 with PHP. Other addressed changes include removal of outdated functions and more efficient ways to tackle common needs. Both beginning users, who want a thorough introduction to the technology, and more intermediate users, who are looking for a convenient reference, will find what they need here--in straightforward language and through readily accessible examples.

Professional Ajax 2nd Edition provides a developer-level tutorial of Ajax techniques, patterns, and use cases. The book begins by exploring the roots of Ajax, covering how the evolution of the web and new technologies directly led to the development of Ajax techniques. A detailed discussion of how frames, JavaScript, cookies, XML, and XMLHttpRequest requests (XHR) related to Ajax is included. After this introduction, the book moves on to cover the implementation of specific Ajax techniques. Request brokers such as hidden frames, dynamic iframes, and XHR are compared and contrasted, explaining when one method should be used over another. To make this discussion clearer, a brief overview of HTTP requests and responses is included. Once a basic understanding of the various request types is discussed, the book moves on to provide in-depth examples of how and when to use Ajax in a web site or web application. Different data transmission formats, including plain text, HTML, XML, and JSON are discussed for their advantages and disadvantages. Also included is a discussion on web services and how they may be used to perform Ajax techniques. Next, more complex topics are covered. A chapter introducing a request management framework explores how to manage all of the requests inside of an Ajax application. Ajax debugging techniques are also discussed.

Professional Ajax 2nd edition is written for Web application developers looking to enhance the usability of their web sites and web applications and intermediate JavaScript developers looking to further understand the language. Readers should have familiarity with XML, XSLT, Web Services, PHP or C#, HTML, CSS. Professional Ajax 2nd edition adds nearly 200 pages of new and expanded coverage compared to the first edition.

Learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike.

Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

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.

Want to add more interactivity and polish to your websites? Discover how jQuery can help you build complex scripting functionality in just a few lines of code. With Head First jQuery, you'll quickly get up to speed on this amazing JavaScript library by learning how

to navigate HTML documents while handling events, effects, callbacks, and animations. By the time you've completed the book, you'll be incorporating Ajax apps, working seamlessly with HTML and CSS, and handling data with PHP, MySQL and JSON. If you want to learn—and understand—how to create interactive web pages, unobtrusive script, and cool animations that don't kill your browser, this book is for you. Use jQuery with DOM to overcome the limitations of HTML and CSS Learn how jQuery selectors and actions work together Write functions and wire them to interface elements Use jQuery effects to create actions on the page Make your pages come alive with animation Build interactive web pages with jQuery and Ajax Build forms in web applications 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.

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

HTML5 is not just a replacement for plugins. It also makes the Web a first-class development environment by giving JavaScript programmers a solid foundation for building industrial-strength applications. This practical guide takes you beyond simple site creation and shows you how to build self-contained HTML5 applications that can run on mobile devices and compete with desktop apps. You'll learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike. Store session data in the browser with local storage objects Save trips to the server: store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline—and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms, multimedia, graphics, and geolocation "HTML5 is all the rage these days, but it's more than just a buzzword. Programming HTML5 Applications provides the knowledge to guide you through all the new technologies needed to make modern web applications." --Ralph Whitbeck, cohost of The Official jQuery Podcast

Want to create animated graphics for iPhone, iPad and the Web, using familiar Adobe features? You've come to the right guide. Adobe Edge Preview 5: The Missing Manual shows you how to build HTML5 and JavaScript graphics with Adobe multimedia tools. No programming experience? No problem. Adobe Edge writes all the code for you. With this book, you'll be designing great-looking web apps in no time. The important stuff you need to know: Get to know the workspace. Learn how Adobe Edge Preview 5 performs its magic. Create and import graphics. Make drawings with Edge's tools, or use art you designed in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Jump into animation. Master Edge's elements, properties, and timeline panels. Make it interactive. Use triggers and actions to give users control over their web experience. Peek behind the curtain. Understand how HTML and CSS documents work. Dig into JavaScript. Customize your projects by tweaking your code.

Provides information on building interactive Web applications using Ajax.

Create efficient and smart web applications with jQuery 3.0 using this step-by-step practical tutorial About This Book Create a fully featured and responsive client-side application using jQuery Explore all the latest features of jQuery 3.0 and code examples updated to reflect modern JavaScript environments Develop high performance interactive pages Who This Book Is For This book is ideal for client-side JavaScript developers. You do need to have any previous experience with jQuery, although basic JavaScript programming knowledge is necessary. What You Will Learn Create custom interactive elements for your web designs Find out how to create the best user interface for your web applications Use selectors in a variety of ways to get anything you want from a page when you need it Master events to bring your web pages to life Add flair to your actions with a variety of different animation effects Discover the latest features available in jQuery with the latest update of this incredibly popular title Using jQuery npm Packages In Detail If you are a web developer and want to create web applications that look good, are efficient, have rich user interfaces, and integrate seamlessly with any backend using AJAX, then this book is the ideal match for you. We'll show you how you can integrate jQuery 3.0 into your web pages, avoid complex JavaScript code, create brilliant animation effects for your web applications, and create a flawless app. We start by configuring and customising the jQuery environment, and getting hands-on with DOM manipulation. Next, we'll explore event handling advanced animations, creating optimised user interfaces, and building useful third-party plugins. Also, we'll learn how to integrate jQuery with your favourite back-end framework. Moving on, we'll learn how the ECMAScript 6 features affect your web development process with jQuery. we'll discover how to use the newly introduced JavaScript promises and the new animation API in jQuery 3.0 in great detail, along with sample code and examples. By the end of the book, you will be able to successfully create a fully featured and efficient single page web application and leverage all the new features of jQuery 3.0 effectively. Style and approach Create efficient client-side apps that look great and run seamlessly across all devices with this step-by-step practical guide. There are illustrative examples for those who need extra help to get started with jQuery web development.

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.

Want to create animated graphics for iPhone, iPad, and the Web, using familiar Adobe features? You've come to the right book. Adobe Edge Animate: The Missing Manual shows you how to build HTML5 graphics with Adobe visual tools. No programming experience? No problem. Adobe Edge Animate writes all of the code for you. With this book, you'll be designing great-looking web elements in no time. (Note: This book does not cover Adobe Edge Animate CC and later versions.) The important stuff you need to know: Jump into animation. Master Animate's elements, properties, and timeline panels. Create and import graphics. Make drawings with Animate's tools, or use art you've created in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Make it interactive. Use triggers and actions to give users control over their web experience. Dig into JavaScript. Customize your projects by tweaking your code. Look great at any size. Publish responsive web pages that adjust to any display, tablet, or smartphone.

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web

skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

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? 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.

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.

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.

jQuery is one of the most popular and powerful JavaScript libraries available today. It's widely used to create rich user experiences and to simplify website and application development. It is the tool of choice for web developers everywhere and sets the standard for simplicity, flexibility and extensibility. This book demonstrates how jQuery can be used with HTML5 to achieve excellent results. In Pro jQuery, seasoned author Adam Freeman explains how to get the most from jQuery by focusing on the features you need for your project. He starts with the nuts and bolts and shows you everything through to advanced features, going in depth to give you the knowledge you need. Getting the most from jQuery is essential to truly mastering web development.

What will you learn from this book? What's all the buzz about this Ruby language? Is it right for you? Well, ask yourself: are you tired of all those extra declarations, keywords, and compilation steps in your other language? Do you want to be a more productive programmer? Then you'll love Ruby. With this unique hands-on learning experience, you'll discover how Ruby takes care of all the details for you, so you can simply have fun and get more done with less code. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Ruby uses a visually rich format to engage your mind, rather than a text-heavy approach to put 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. 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.

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

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. Want to create animated graphics for iPhone, iPad, and the Web, using familiar Adobe features? You've come to the right guide. Adobe Edge Animate Preview 7: The Missing Manual shows you how to build HTML5 graphics with Adobe visual tools. No programming experience? No problem. Adobe Edge Animate writes all the code for you. With this book, you'll be designing great-looking web elements in no time. The important stuff you need to know: Get to know the workspace. Learn how Adobe Edge Animate performs its magic. Create and import graphics. Make drawings with Animate's tools, or use art you've designed in other programs. Work with text. Build menus, label buttons, provide instructions, and perform other tasks. Jump into animation. Master Animate's elements, properties, and timeline panels. Make it interactive. Use triggers and actions to give users control over their web experience. Dig into JavaScript. Customize your projects by tweaking your code. Once you purchase this book, you can stay on top of future Adobe Edge Animate Preview releases by downloading the ebook edition on oreilly.com for free.

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