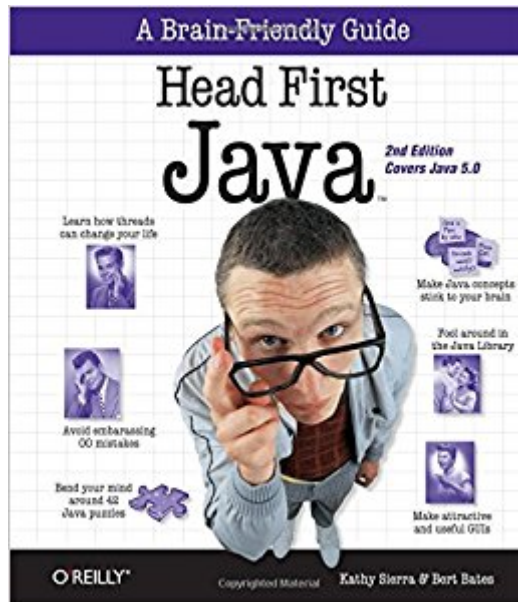The book was found

Head First Java, 2nd Edition

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

About 'Head First' Books   We think of a Head First Reader as a Learner   Learning isn't something that just happens to you. It's something you do. You can't learn without pumping some neurons. Learning means building more mental pathways, bridging connections between new and pre-existing knowledge, recognizing patterns, and turning facts and information into knowledge (and ultimately, wisdom). Based on the latest research in cognitive science, neurobiology, and educational psychology, Head First books get your brain into learning mode.   Here's how we help you do that: We tell stories using casual language, instead of lecturing. We don't take ourselves too seriously. Which would you pay more attention to: a stimulating dinner party companion, or a lecture?   We make it visual. Images are far more memorable than words alone, and make learning much more effective. They also make things more fun.   We use attention-grabbing tactics. Learning a new, tough, technical topic doesn't have to be boring. The graphics are often surprising, oversized, humorous, sarcastic, or edgy. The page layout is dynamic: no two pages are the same, and each one has a mix of text and images. Metacognition: thinking about thinking   If you really want to learn, and you want to learn more quickly and more deeply, pay attention to how you pay attention. Think about how you think. The trick is to get your brain to see the new material you're learning as Really Important. Crucial to your well-being. Otherwise, you're in for a constant battle, with your brain doing its best to keep the new content from sticking.

Here's what we do: We use pictures, because your brain is tuned for visuals, not text. As far as your brain's concerned, a picture really is worth a thousand words. And when text and pictures work together, we embedded the text in the pictures because your brain works more effectively when the text is within the thing the text refers to, as opposed to in a caption or buried in the text somewhere.   We use redundancy, saying the same thing in different ways and with

different media types, and multiple senses, to increase the chance that the content gets coded into more than one area of your brain. We use concepts and pictures in unexpected ways because your brain is tuned for novelty, and we use pictures and ideas with at least some emotional content, because your brain is more likely to remember when you feel something. We use a personalized, conversational style, because your brain is tuned to pay more attention when it believes you're in a conversation than if it thinks you're passively listening to a presentation. We include many activities, because your brain is tuned to learn and remember more when you do things than when you read about things. And we make the exercises challenging-yet-do-able, because that's what most people prefer. We use multiple learning styles, because you might prefer step-by-step procedures, while someone else wants to understand the big picture first, and someone else just wants to see an example. But regardless of your own learning preference, everyone benefits from seeing the same content represented in multiple ways. We include content for both sides of your brain, because the more of your brain you engage, the more likely you are to learn and remember, and the longer you can stay focused. Since working one side of the brain often means giving the other side a chance to rest, you can be more productive at learning for a longer period of time. We include challenges by asking questions that don't always have a straight answer, because your brain is tuned to learn and remember when it has to work at something. Finally, we use people in our stories, examples, and pictures, because, well, you're a person. Your brain pays more attention to people than to things.

"It's fast, irreverent, fun and engaging. Be careful--you might actually learn something!" - Ken Arnold, coauthor (with James Gosling, creator of Java) The Java Programming Language "It's definitely time to dive in--Head First." - Scott McNealy, Sun Microsystems, Chairman, President, and CEO

Kathy Sierra has been interested in learning theory since her days as a game developer (Virgin, MGM, Amblin'). More recently, she's been a master trainer for Sun Microsystems, teaching Sun's Java instructors how to teach the latest technologies to customers, and a lead developer of several Sun certification exams. Along with her partner Bert Bates, Kathy created the Head First series. She's also the original founder of the Software Development/Jolt Productivity Award-winning javaranch.com, the largest (and friendliest) all-volunteer Java community.Bert Bates is a 20-year software developer, a Java instructor, and a co-developer of Sun's upcoming EJB exam (Sun Certified Business Component Developer). His background features a long stint in artificial

intelligence, with clients like the Weather Channel, A&E Network, Rockwell, and Timken.

The way the book is written is just...amazing :). The content is easy to read and understand with clear examples , nice and funny pictures everywhere.This is my first book of Java and I'm so happy I made the choice to buy this book, from Head first. If you want to learn Java from scratch choose this book with confidence. The puzzels , exercises , stories behind them, are amazing. Java is an easy to understand language but the way "head First" puts it , is unique. Next in the pipeline is Android Development. I am 100% sure the book will give me the same nice experience or even better :) Good job Head first !

I enjoyed this book (and I did learn Java) as I have with the other Head First books I have read. BUT, this book has a serious disconnect; the exercises and puzzles are (mostly) a waste of time. Don't get me wrong - some do relate to the concepts being taught but most of the time they are filler at the end of the chapter. But the author has chosen to have you do these exercises and puzzles instead of writing actual code for most of the book.I learn by doing, and writing real code is the best way for me to learn, not working through some nonsense puzzle. If you learn the same way, do what I did; get Java installed and IDE set up before you start and write your own code.

As a teacher, I love the way this book provides lots of innovative exercises to use with students. Rather than just giving dry and ordinary examples, it challenges students to try to find the compiler error, or to assemble jumbled-up code in ways that enhance and reinforce their understandings. The only thing that's perhaps a little over the top with this book is that it's a little difficult to extract the principles they're trying to demonstrate without reading all the little insets and annotated program snippets. Clearly, the authors are approaching the learning from a participatory stance, and I like this, but this book is not as useful as a go-to reference. This is not a show-stopper, and this book is a definite must as part of a Java library for beginners.

It's a great way to learn so far. I feel like things that hadn't clicked in previous attempts to learn programming skills are finally falling into place because of the way they are described in this book.The one area of improvement in my opinion is that the exercises start to feel repetitive early on, and in some ways the instructions can lack clarity. It would be nice if the exercises forced you to get on a computer to complete them more often, or at the very least gave you the option to do it. Around Chapter four or five you'll start to get the itch to actually start programming something.

I have read this book in less than a week, and it is easily readable, and easy to understand (however, you have to read it from page 1 to the end, because it is organized like that so that you cannot skip pages). I knew some OOP before I bought it, and i have done some Java from before, so i didn't find anything hard to understand. This book has helped me a lot to fill the gaps i had in OOP and Java, since everything is well explained and visualized with images and drawings.However, i think that this book is not for the total beginner, you have to have some experience in Java (or some other language), know at least how OOP works (this book will greatly improve how you think in OOP, and explain with example, but i think it is not beginner level, or you might need to take a longer time reading this book till you understand what is inside).I also found that they spend a lot pages on really unnecessary things (like puzzles with fill in the gaps, and the crosswords, that i found really useless). Also there were some pages where some very simple things were being explained on 1-2 pages, things that can go in one sentence. Also useless were the bullets, where they (shortly) repeat what we read 2-3 pages ago. However, i liked a lot the Dumb questions (similar as FAQ's on sites)where they cover up almost every "dumb" question you might have though regards what you learned, and also liked the Brain Barbell.So to sum it up:Pros:-Easy and fast to read and understand-Well explained OOP-Great for people with "some" experience for filling gapsCons:-Many pages spent for non-useful things-I expected more in-depth Java, but this book is just the basics-You have to read it from page 1 without skipping

This was my first Head First book that I had bought (around Nov '09), and I have bought 5 more since (to date, May '10).After reading this Head First Java book, I was able to teach myself java within approximately a month.I won't comment on the specific techniques and methods the Head First series implements, but I will tell you what these books do for me:..I am a VERY visual and global thinker (The kind that draws things when he/she's trying to explain something, and thinks of objects/maps instead of words and sounds). As such, I like to know what there is to learn about a subject before I dive in, and I don't like to sweat details until they're relevant. And that is EXACTLY what these books do; they construct a mental map of what there is to learn about a subject from the get go. As this mental map develops (simply by frickin' skimming these books, it's amazing!), you're better able to evaluate the context of things, and better apply and build upon ideas and concepts.Now, these books are not per se good reference manuals, but that doesn't matter to me for two reasons. 1) The mental maps they paint are alone worth much much more than the price of the book (even if you don't download it illegally). 2) The 'interwebs' is a GREAT reference for

programming - specifically for Java, VB, Javascript, C++, HTML, XML, etc.I spend my free time teaching myself programming because I enjoy it so much now! .. hopefully that's not a bad thing

if you even think that you're at the beginner level, i strategy recommend this book. the writing isn't too dense like a traditional technical manual but is still very informative. there are times where the writing style got in the way of me understanding concepts but not often

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