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Head first java 2nd edition

Learning a complex new language is not an easy task, especially when it is an object-centne computer programming language like Java. You might think the problem is in your brain. It seems to have a mind of its own, a mind that doesn't always want to take dry, technical stuff that you're forced to study. Your brain needs a novelty. It is constantly looking for, scanning and waiting for something unusual. That's how it was built to help you stay alive. It takes all the routine, ordinary, boring stuff and filters it into the background so it doesn't interfere with the real work of your brain - recording things that matter. How do your brain know what's important? As the creators of the Head First approach say, it's assumed you're hiking and the tiger jumps into your veins, what's going on in your brain? Neurons are firing. Emotions are awakening. The chemicals are crashing. That's what your brain knows about. And that's how your brain learns Java. Head First Java combines puzzles, strong visualizations, mysteries and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, it's powerful. And despite its playful appearance, Head First Java is serious: the perfect introduction to object-centric programming and Java. You will learn everything from basics to advanced topics such as threads, network responses and distributed programming with RMI. And a new one, the second edition focuses on Java 5.0, the latest version of the Java language and development platform. Since Java 5.0 is a significant upgrade to the platform, deep code level changes require even more careful study and implementation. Learning your head is more important than ever. If you've read Head First, you know what to expect - a visually rich form designed for brain function. If you're not, I'll give you a treat. You can see why people say it's unlike any other Java book you've ever read. By utilizing brain activity, Head First Java sums up the time needed to learn and store - complex knowledge. 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 get bored, buy another book. But if you want to understand Java, this book is for you. We use images because your brain is tuned to visualizations, not text. As for your brain, the picture is worth a thousand words. And when text and images work together, we embed the text in images because your brain works more efficiently when the text is inside the thing the text refers to, unlike in the caption or buried in the text somewhere. We use redundancy, say the same in different ways and with different media types and multiple senses to increase the possibility of content being encoded for more than one Brain. We use concepts and images in unexpected ways because your brain is tuned for novelty, and we use images and ideas with at least some emotional content because your brain is more likely to remember when you feel something. We use a personal, 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, but still set up because most people prefer it. 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 presenting the same content in many ways. We include content on both sides of the brain because the more of your brain you use, the more likely you are to learn and remember, and the longer you can stay focused. Since working on one side of the brain often means giving one side a chance to rest, you can be more productive to learn for a longer period of time. We include challenges by asking questions that don't always have a direct answer because your brain is tuned to learn and remember when it needs to work somewhere. Finally, we use people in our stories, examples and images because you are human. Your brain pays more attention to people than to things. First Java, 2nd Edition now with O'Reilly's online learning. O'Reilly members experience live online training, books, videos and digital content from more than 200 publishers. Learning a complex new language is not an easy task, especially when it is an object-centne computer programming language like Java. You might think the problem is in your brain. It seems to have a mind of its own, a mind that doesn't always want to take dry, technical stuff that you're forced to study. Your brain needs a novelty. It is constantly looking for, scanning and waiting for something unusual. That's how it was built to help you stay alive. It takes all the routine, ordinary, boring stuff and filters it into the background so it doesn't interfere with the real work of your brain - recording things that matter. How do your brain know what's important? As the creators of the Head First approach say, it's assumed you're hiking and the tiger jumps into your veins, what's going on in your brain? Neurons are firing. Emotions are awakening. The chemicals are crashing. That's what your brain knows about. And that's how your brain learns Java. Head First Java combines puzzles, strong visualizations, mysteries and soul-searching interviews with famous Java objects to participate in you in different ways. It's fast, it's fun, it's powerful. 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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 get bored, buy another book. But if you want to understand Java, this book is for you. View/Submit Errata Download Example Code Head First Java™ Dedication A Note Regarding Additional Files What They Say about Head First Praise for Head First Java Praise for other Head First books compiled by Kathy and Bert Creators of the Head First series on how to use this book: Intro 1. Dive into a quick dip: Breaking the surface 2. Categories and items: Trip to Objectville 3. Primitive and references: Know your variable 4. Methods Use instance variables: Object behavior 5. Writing the program: Extra-strength methods 6. Getting into the Java API: Using the Java Library 7. Heritage and polymorphism: A Better Life in Objectville 8. Interfaces and abstract categories: Serious polymorphism 9. Constructors and garbage collection: The life and death of an object 10. Numbers and statistics: Numbers matter 11. Handling of exceptions: Risky behaviour 12. GUI: Very graphic story 13. Using Swing: Working on Swing 14. Serialization and File I/O: Saving Objects 15. Network and threads: Connecting 16. Collections and Generics: Data Structures Tracking the popularity of songs in your jukebox Here's what you have so far, without sorting: But the ArrayList class doesn't have a sorting method() ! ArrayList isn't the only collection you can use with TreeSet... Or you can use the Collections.sort() method To add collections.sort() into Jukebox code But now you need Song objects, not just simple strings Changing jukebox code to use songs instead of strings It doesn't assemble! Sort method definition Generics means more Generic classes of learning Use of common CATEGORIES Use of type parameters with ArrayList General General Here it gets weird... Reviewing the sorting method () in Generics expands means expanding or implementing Eventually we know what is wrong... The song category must implement a comparable New, improved, comparable Song Category We can sort the list, but... Using a custom reference device to update Jukebox to use comparison uh-oh. Sorting everything works, but now we have duplicates... Instead of a set list, we need a Collection API (part of it) using HashSet instead of ArrayList What makes two objects equal? How HashSet checks duplicates: hashCode() and equal() paragraph class with skipped hashCode() and equal() And if we want the set to remain sorted, we have TreeSet What you need to know about TreeSet... TreeSet elements MUST be comparable We have seen the lists and sets, now we use Map to conclude, back to generic using polymorphic arguments and generics, but does it work with ArrayList<Dog> What could happen if it allowed... Wildcards for rescuer Alternative syntax on the same issue 17. 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