

## Head First Python Paul Barry

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions. Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin 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.

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.

"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."

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.

Some wallflowers bloom at night... Violet is a quiet girl. She speaks six languages, but seldom raises her voice. The gentlemen aren't beating down her door. Until the night of the Spindle Cove Christmas ball, when a mysterious stranger crashes into the ballroom and collapses at Violet's feet. He's wet, chilled, bleeding, and speaking in an unfamiliar tongue. Only Violet understands him. And she knows he's not what he seems. She has one night to draw forth the secrets of this dangerously handsome rogue. Is he a smuggler? A fugitive? An enemy spy? She needs answers by sunrise, but her captive would rather seduce than confess. To learn his secrets, Violet must reveal hers—and open herself to adventure, passion, and the unthinkable... Love.

Tired of reading HTML books that only make sense after you're an expert? Then it's about time you picked up Head First HTML and really learned HTML. You want to learn HTML so you can finally create those web pages you've always wanted, so you can communicate more effectively with friends, family, fans, and fanatic customers. You also want to do it right so you can actually maintain and expand your web pages over time so they work in all browsers and mobile devices. Oh, and if you've never heard of CSS, that's okay--we won't tell anyone you're still partying like it's 1999--but if you're going to create web pages in the 21st century then you'll want to know and understand CSS. Learn the real secrets of creating web pages, and why everything your boss told you about HTML tables is probably wrong (and what to do instead). Most importantly, hold your own with your co-worker (and impress cocktail party guests) when he casually mentions how his HTML is now strict, and his CSS is in an external style sheet. With Head First HTML, you'll avoid the embarrassment of thinking web-safe colors still

matter, and the foolishness of slipping a font tag into your pages. Best of all, you'll learn HTML and CSS in a way that won't put you to sleep. If you've read a Head First book, you know what to expect: a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, this book will load HTML and CSS into your brain in a way that sticks. So what are you waiting for? Leave those other dusty books behind and come join us in Webville. Your tour is about to begin.

A comprehensive introduction to statistics that teaches the fundamentals with real-life scenarios, and covers histograms, quartiles, probability, Bayes' theorem, predictions, approximations, random samples, and related topics.

Learn the fundamentals, practical applications, and latest features of C# 8.0 and .NET Core 3.0 from expert teacher Mark J. Price. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

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 Python

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book

look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go 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.

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.

A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

Are you keen to add Python as a programming skill? Learn quickly and have some fun at the same time with the second edition of Head First Python. This updated book takes you beyond typical how-to manuals with engaging images, puzzles, stories, and quizzes that are proven to stimulate learning and retention. You'll not only learn how Python differs from other programming languages, you'll also learn how to be a great Python programmer. Learn how to work effectively with data and persistence in Python. Exploit Python's iteration technologies, letting you loop like crazy! Do more with less code by creating your own decorators and context managers. Build Python-enabled web servers and web applications. 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.

The "productivity guru" updates his renowned organizing and time-management program to help workers and managers stay on top of their game in an increasingly changing work environment. About the Book Organizing for Success, Second Edition provides simple, remarkably effective time management technique to help readers get two extra productive hours

out of every day. The book uses “The Master List” concept to show readers how to budget their time and energy by the day, week, and month. Readers will learn how to quickly prioritize their goals, complete tasks on time and under budget, and even helps readers plan for the interruptions, urgent emails, and unexpected meetings that will inevitably attack their day. This new edition places heavier emphasis on technology, including advice on how to write, manage and file email more effectively; how to use Lotus Notes and Microsoft Office to streamline the day; and how to use devices like Blackberries and social media as assets and time-savers, rather than as distractions and time sinks. Key Selling Features Zeigler has been recognized as a leader in the time-management field since 1996; his books have sold over 15,000 copies to date. He speaks at least three times per week to as many as 1,000 people Companion website will include customizable, downloadable “Master Lists” that readers can print out or export into their pdas, iphones, and work computers Zeigler's website gets about 1,000 hits a day; he spends approximately \$50,000 per year on Google AdWords and clickthrough advertising In the last year alone, he has appeared on the Neil Cavuto Show, in the Chicago Tribune, and on MoneyMatters Market / Audience Business professionals and managers, readers of Getting Things Done About the Author Kenneth Zeigler (Charlotte, NC) has been recognized as an expert on the subject since developing a time management system for Hertz in 1997. He has been on the cover of Investor's Business Daily and has published numerous articles for such newspapers as The Washington Post, the NY Post, and the Charlotte Observer. Over the years he has advised such clients as Hertz, Toys "R" Us, The Federal Reserve, The Comptroller of the Currency, Hormel, and Fidelity Investments.

"People are stupid, Davis Wolfgang Hawke thought as he stared at the nearly empty box of Swastika pendants on his desk." So begins Spam Kings, an investigative look into the shady world of email spammers and the people trying to stop them. This compelling exposé explores the shadowy world of the people responsible for today's junk-email epidemic. Investigative journalist Brian McWilliams delivers a fascinating account of the cat-and-mouse game played by spam entrepreneurs in search of easy fortunes and anti-spam activists. McWilliams chronicles the activities of several spam kings, including Hawke, a notorious Jewish-born neo-Nazi leader. You'll follow this 20-year-old's rise in the trade, where he became a major player in the lucrative penis pill market—a business that would make him a millionaire and the target of lawsuits. You'll also meet cyber-vigilantes, such as Susan Gunn, who have taken up the fight against spammers like Hawke. Explore the sleazy spammer business practices, the surprising new partnership between spammers and computer hackers, and the rise of a new breed of computer viruses designed to turn the PCs of innocent bystanders into secret spam factories.

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.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send

email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

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.

The soup-to-nuts guide on all things SQL! SQL, or structured query language, is the international standard language for creating and maintaining relational databases. It is the basis of all major databases in use today and is essential for the storage and retrieval of database information. This fun and friendly guide takes SQL and all its related topics and breaks it down into easily digestible pieces for you to understand. You'll get the goods on relational database design, development, and maintenance, enabling you to start working with SQL right away! Provides an overview of the SQL language and examines how it is integral for the storage and retrieval of database information Includes updates to SQL standards as well as any new features Explores SQL concepts, relational database development, SQL queries, data security, database tuning, and more Addresses the relationship between SQL and programming as well as SQL and XML If you're looking for an up-to-date sequel to the bestselling first edition of SQL All-in-One For Dummies, then this is the book for you!

The second edition of this best-selling Python book (100,000+ copies sold in print alone) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Welcome to Scientific Python and its community. If you're a scientist who programs with Python, this practical guide not only teaches you the fundamental parts of SciPy and libraries related to it, but also gives you a taste for beautiful, easy-to-read code that you can use in practice. You'll learn how to write elegant code that's clear, concise, and efficient at executing the task at hand. Throughout the book, you'll work with examples from the wider scientific Python ecosystem, using code that illustrates principles outlined in the book. Using actual scientific data, you'll work on real-world problems with SciPy, NumPy, Pandas, scikit-image, and other Python libraries. Explore the NumPy array, the data structure that underlies numerical scientific computation Use quantile normalization to ensure that measurements fit a specific distribution Represent separate regions in an image with a Region Adjacency Graph Convert temporal or spatial data into frequency domain data with the Fast Fourier Transform Solve sparse matrix problems, including image segmentations, with SciPy's sparse module Perform linear algebra by using SciPy packages Explore image alignment (registration) with SciPy's optimize module Process large datasets with Python data streaming primitives and the Toolz library

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

Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

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.

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.

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.

Mastering Ubuntu Server, Third Edition not only strengthens your server fundamentals but also equips you with the advanced concepts of Ubuntu 20.04 LTS. It polishes and expands your skill set to prepare you for better business opportunities.

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders--inspired arcade game, data visualizations with Python's super-handful libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: --Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal --Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses --Work with data to generate interactive visualizations --Create and customize Web apps and deploy them safely online --Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your

engines and code! Uses Python 2 and 3

Presents the concepts of writing computer programs, covering such topics as variables, loops, functions, data files and arrays, modular programming, widgets, exceptions, and objects.

"A project-based introduction to programming in Python, with exercises. Covers general programming concepts, Python fundamentals, and problem solving. Includes three projects - how to create a simple video game, use data visualization techniques to make graphs and charts, and build an interactive web application"--

Head First Agile is a complete guide to learning real-world agile ideas, practices, principles. What will you learn from this book? In Head First Agile, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into Scrum, XP, Lean, and Kanban, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. Head First Agile will help you get agile into your brain... and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Agile 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.

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how 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 multi-sensory learning experience is designed for the way your brain really works.

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.

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-

tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palindromes - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

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.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

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.

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.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

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