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Design Patterns

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Software

Eric Freeman &
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A Brain-Friendly Guide

Head First Design Patterns Eric Freeman

Ali Arya



Head First Design Patterns Eric Freeman:

Head First Design Patterns Eric Freeman, Elisabeth Robson, Bert Bates, Kathy Sierra, 2004-10-25 Using research in neurobiology cognitive science and learning theory this text loads patterns into your brain in a way that lets you put them to work immediately makes you better at solving software design problems and improves your ability to speak the language of patterns with others on your team

Head First Design Patterns Poster Elisabeth Robson, Eric Freeman, 2005-09-30 You know you don't want to reinvent the wheel or worse a flat tire so you look to Design Patterns the lessons learned by those who've faced the same problems With Design Patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something else Something more challenging Something more complex Something more fun Head First Design Patterns Poster is a companion to Head First Design Patterns It summarizes visually 16 of the most common design patterns including Adapter Command Composite Decorator Observer Proxy State Singleton Strategy and more Each pattern includes a handy page reference to both Head First Design Patterns and the Gang of Four text the canonical description of the pattern and a visual guide designed and inspired by the examples in Head First Design Patterns to jog your memory of the objects classes and their relationships In addition the poster includes the best of the Head First Guide to Better Living with Patterns including how to read a patterns catalog the power of a shared vocabulary and annihilating evil with anti patterns Visually appealing and truly useful Head First Design Patterns Poster contains what you need to know at a glance Head First Design Patterns and this companion poster are a great combination that will load patterns into your brain in a way that sticks

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Head First JavaScript Programming Eric Freeman, Elisabeth Robson, 2014-03-26 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

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Programming Foundations: Design Patterns Elisabeth Robson,2019 [Fluent Python](#) Luciano Ramalho,2015-07-30 Python s simplicity lets you become productive quickly but this often means you aren t using everything it has to offer With this hands on guide you ll learn how to write effective idiomatic Python code by leveraging its best and possibly most neglected features Author Luciano Ramalho takes you through Python s core language features and libraries and shows you how to make your code shorter faster and more readable at the same time Many experienced programmers try to bend Python to fit patterns they learned from other languages and never discover Python features outside of their experience With this book those Python programmers will thoroughly learn how to become proficient in Python 3 This book covers Python data model understand how special methods are the key to the consistent behavior of objects Data structures take full advantage of built in types and understand the text vs bytes duality in the Unicode age Functions as objects view Python functions as first class objects and understand how this affects popular design patterns Object oriented idioms build classes by learning about references mutability interfaces operator overloading and multiple inheritance Control flow leverage context managers generators coroutines and concurrency with the concurrent futures and asyncio packages Metaprogramming understand how properties attribute descriptors class decorators and metaclasses work **Simple Object-Oriented Design** Mauricio Aniche,2024-06-04 Write object oriented code that s manageable maintainable and future proof Keeping your object oriented designs simple demands a creative approach and that s exactly what you ll find in Simple Object Oriented Design This book is full of patterns and principles for reducing complexity each one proven in author

Mauricio Aniche's 20 year career in software development You'll learn how to tackle code's natural growth in complexity and adopt a good enough approach that means it's easy to refactor when requirements change You'll discover insightful principles for Making code readable and documented Improving consistency and encapsulation Managing dependencies Designing abstractions Handling infrastructure Effective modularization Learn what constitutes both good and bad object oriented software design discover how to make better trade offs in design decisions and when to embrace complexity over simpler data structures With this book as your vital reference you'll be ready to write code that will last the test of time without slowing feature delivery to a crawl About the technology Even a simple object oriented application can quickly become complex as it evolves Each new class method or feature means more state and abstractions to manage which in turn increases complexity maintenance and time spent detangling legacy code It takes effort and skill to keep your codebase simple This book shows you how About the book Simple Object Oriented Design Create clean maintainable applications presents practical design principles you can use to keep an object oriented codebase simple as it grows and changes Written as a collection of practical techniques you can apply in any OO language it offers tips for concise code managing dependencies and modules and designing flexible abstractions Illuminating figures real world examples and insightful exercises make each principle stick What's inside Writing simple understandable classes Flexible abstractions to extend your designs Reducing the impact of coupling About the reader Readers should be familiar with an object oriented language like Java C or Python About the author Mauricio Aniche is a software engineer with 20 years of experience He's also an Assistant Professor in Software Engineering at Delft University of Technology and the author of Effective Software Testing Table of Contents 1 It's all about managing complexity 2 Making code small 3 Keeping objects consistent 4 Managing dependencies 5 Designing good abstractions 6 Handling external dependencies and infrastructure 7 Achieving modularization 8 Being pragmatic

Head First Design Patterns Eric Freeman, Elisabeth Robson, 2020 You know you don't want to reinvent the wheel so you look to design patterns the lessons learned by those who've faced the same software design problems With design patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something more challenging Something more fun This book shows you the patterns that matter when to use them and why how to apply them to your own designs and the object oriented design principles on which the patterns are based Most importantly you want to learn design patterns 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 Newly updated and expanded Head First Design Patterns 2E will load patterns into your brain in a way that sticks In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team Join the hundreds of thousands of developers who have already improved their object oriented design skills through Head First Design Patterns

Head First HTML with CSS & XHTML Elisabeth Robson, Eric Freeman, 2005-12-08 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 with CSS XHTML* 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 and so your web pages work in all the browsers and mobile devices out there. 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 with CSS XHTML*, 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, CSS, and XHTML 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. Elegant design is at the core of every chapter here, each concept conveyed with equal doses of pragmatism and wit.

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Danny Goodman, author of *Dynamic HTML: The Definitive Guide*: What used to be a long trial-and-error learning process has now been reduced neatly into an engaging paperback.

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Warren Kelly, Blogcritics.org: **MSDN Magazine**, 2007 **Head First HTML and CSS**

Elisabeth Robson, Eric Freeman, 2012: Presents information on creating Web pages using HTML and CSS **PHP Object-Oriented Solutions**

David Powers, 2008-09-24: With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level and includes a series of prepackaged scripts that you can incorporate into

your existing sites with the minimum of effort It shows how object oriented programming can be used to create reusable and portable code by walking you through a series of simple projects The projects feature the sorts of things developers run up against every day and include a validator for filtering user input a simple Date class that avoids the need to remember all the esoteric format codes in PHP and an XML generator Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects *C/C++ Users Journal*
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