Head First EJB: Passing The Sun Certified Business Component Developer Exam

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.

Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first edition of EJB 3 in Action. Table of Contents PART 1 OVERVIEW OF THE EJB LANDSCAPE What's what in EJB 3 A first taste of EJB PART 2 WORKING WITH EJB COMPONENTS Building business logic with session beans Messaging and developing MDBs EJB runtime context, dependency injection, and crosscutting logic Transactions and security Scheduling and timers Exposing EJBs as web services PART 3 USING EJB WITH JPA AND CDI JPA entities Managing entities JPQL Using CDI with EJB 3 PART 4 PUTTING EJB INTO ACTION Packaging EJB 3 applications Using WebSockets with EJB 3 Testing and EJB

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

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, fro

Passing the Sun Certified Business Component Developer Exam

Head First Physics

A Learner's Guide to Big Numbers, Statistics, and Good Decisions

Head First Python

Sun

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad. Today, interpreting data is a critical decision-making factor for businesses and organizations. If your job requires you to manage and analyze all kinds of data, turn to Head First Data Analysis, where you'll quickly learn how to collect and organize data, sort the distractions from the truth, find meaningful patterns, draw conclusions, predict the future, and present your findings to others. Whether you're a product developer researching the market viability of a new product or service, a marketing manager gauging or predicting the effectiveness of a campaign, a salesperson who needs data to support product presentations, or a lone entrepreneur responsible for all of these data-intensive functions and more, the unique approach in Head First Data Analysis is by far the most efficient way to learn what you need to know to convert raw data into a vital business tool. You'll learn how to: Determine which data sources to use for collecting information Assess data quality and distinguish signal from noise Build basic data models to illuminate patterns, and assimilate new information into the models Cope with ambiguous information Design experiments to test hypotheses and draw conclusions Use segmentation to organize your data within discrete market groups Visualize data distributions to reveal new relationships and persuade others Predict the future with sampling and probability models Clean your data to make it useful Communicate the results of your analysis to your audience Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Data Analysis uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. 卷首插图及题名原文

Head First EJBPassing the Sun Certified Business Component Developer Exam"O'Reilly Media, Inc."
A Learner's Guide to Real-World Programming with C#, XAML, and .NET
A learner's guide to programming using the Python language
Head First Ajax
A Brain Friendly Guide to OOA&D
Head First Algebra
This book gets readers up to speed on the technology necessary to write servlets and JSPs, what makes the Container tick, how to use the new JSP Expression Language (EL), how to write

deployment descriptors, and even how to use some server-side design patterns.
Opens with a chapter discussing the details of the SCWCD certification exam and process, then offers an overview of web applications as well as the servlet and JSP technologies, and, finally, covers each of the exam's thirteen objectives. Original. (All Users)
"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!
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.

Head First 2D Geometry

Head First C#

Head First EJB

Expert One-on-One J2EE Development without EJB

Java Enterprise in a Nutshell

Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, the book uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.--Publisher's note.

Ever wished you could learn Python from a book? Head First Python is a complete learning experience for Python that helps you learn the language through a unique method that goes beyond syntax and how-to manuals, helping you understand how to be a great Python programmer. You'll quickly learn the language's fundamentals, then move onto persistence, exception handling, web development, SQLite, data wrangling, and Google App Engine. You'll also learn how to write mobile apps for Android, all thanks to the power that Python gives you. We think your time is too valuable to waste struggling with new.

Learning a complex new language is no easy task, especially when it's an object-oriented computer programming language like Java. Your brain doesn't always want to take in the dry, technical stuff you're forced to study. Your brain craves novelty. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. Despite its playful

appearance, Head First Java is serious: a complete introduction to object-oriented programming and Java. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. The second edition focuses on Java 5.0, a major update to the platform, with deep, code-level changes.--From publisher description.

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.

A Brain-Friendly Guide

Head First Mobile Web

Head First Software Development

Head First Object-Oriented Analysis and Design

edycja polska

Now updated for the 2021 PMP Exam What will you learn from this book? Head First PMP teaches you the latest principles and certification objectives in The PMBOK® Guide in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you'll be able to understand, remember, and apply them -- not just on the exam, but on the job. No wonder so many people have used Head First PMP as their sole source for passing the PMP exam. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK® Guide, Sixth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First PMP 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.

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.

Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB

Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

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 customer requirements to hand-drawn storyboards all the way to finished HTML and CSS creations that offer an unforgettable online presence.

Passing the Sun Certified Web Component Developer Exam

A learner's companion to mechanics and practical physics (AP Physics B - Advanced Placement)

Head first Servlets & JSP

Head First IPhone and IPad Development

EJB 3 in Action

What is this book about? Expert One-on-One J2EE Development without EJB shows Javadevelopers and architects how to build robust J2EE applicationswithout having to use Enterprise JavaBeans (EJB). This practical,code-intensive guide provides best practices for using simpler andmore effective methods and tools, including JavaServer pages,servlets, and lightweight frameworks. What does this book cover? The book begins by examining the limits of EJB technology— what it does well and not so well. Then the authors guideyou through alternatives to EJB that you can use to create higherquality applications faster and at lower cost — both agilemethods as well as new classes of tools that have evolved over thepast few years. They then dive into the details, showing solutions based on thelightweight framework they pioneered on SourceForge — one ofthe most innovative open source communities. They demonstrate howto leverage practical techniques and tools, including the popularopen source Spring Framework and Hibernate. This book also guidesyou through productive solutions to core problems, such astransaction management, persistence, remoting, and Web tier design.You will examine how these alternatives affect testing,performance, and scalability, and discover how lightweightarchitectures can slash time and effort on many projects. What will you learn from this book? Here are some details on what you'll find in this book: How to find the simplest and most maintainable architecture foryour

application Effective transaction management without EJB How to solve common problems in enterprise software developmentusing AOP and Inversion of Control Web tier design and the place of the Web tier in awell-designed J2EE application Effective data access techniques for J2EE applications withJDBC, Hibernate, and JDO How to leverage open source products to improve productivityand reduce custom coding How to design for optimal performance and scalability Ever wished you could learn Python from a book? Head First Python is a complete learning experience for Python that helps you learn the language through a unique method that goes beyond syntax and how-to manuals, helping you understand how to be a great Python programmer. You'll quickly learn the language's fundamentals, then move onto persistence, exception handling, web development, SQLite, data wrangling, and Google App Engine. You'll also learn how to write mobile apps for Android, all thanks to the power that Python gives you. 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 Python uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

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.

Presents the basic principles of planar geometry in easy-to-understand terms, including information on polygons, triangle properties, and the Pythagorean Theorem. --

Head First Design Patterns

Head First Data Analysis

Head First PMP

Programming Jakarta Struts

Head First Programming

Provides information on building interactive Web applications using Ajax.

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.

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.

A tutorial and reference to Java-based APIs for application software development covers such topics as XDoclet, JavaServer Faces, Hibernate API, Enterprise JavaBeans, and J2EE security.

Head First C

A Learner's Guide to Creating Objective-C Applications for the IPhone and IPad

Head First Web Design

Head First JQuery

Head First Java

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.
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
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 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."

Mastering Enterprise JavaBeans

Head First Servlets and JSP

Head First HTML with CSS & XHTML

A Learner's Guide to Algebra I

Head First PHP & MySQL

An interactive guide to the fundamentals of the Java programming language utilizes icons, cartoons, and numerous other visual aids to introduce the features and functions of Java and to teach the principles of designing and writing Java programs. Original. (Beginner)

Presents the basic principles of planar geometry in easy-to-understand terms, including information on polygons, triangle properties, and the Pythagorean Theorem.

Ever wished you could learn C from a book? Head First C provides a complete learning experience for C and structured imperative programming. With a unique method that goes beyond syntax and how-to manuals, this guide not only teaches you the language, it helps you understand how to be a great programmer. You'll learn key areas such as language basics, pointers and pointer arithmetic, and dynamic memory management. Advanced topics include multi-threading and network programming—topics typically covered on a college-level course. This book also features labs: in-depth projects intended to stretch your abilities, test your new skills, and build confidence. Head First C mimics the style of college-level C courses, making it ideal as an accessible textbook for students. 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 C uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Wouldn't it be great if there were a physics book that showed you how things work instead of telling you how? Finally, with Head First Physics, there is. This comprehensive book takes the stress out of learning mechanics and practical physics by providing a fun and engaging experience, especially for students who "just don't get it." Head First Physics offers a format that's rich in visuals and full of activities, including pictures, illustrations, puzzles, stories, and quizzes -- a mixed-media style

proven to stimulate learning and retention. One look will convince you: This isn't mere theory, this is physics brought to life through real-world scenarios, simple experiments, and hypothetical projects. Head First Physics is perfect for anyone who's intrigued by how things work in the natural world. You'll quickly discover that physics isn't a dry subject. It's all about the world we live in, encompassing everything from falling objects and speeding cars, to conservation of energy and gravity and weightlessness, and orbital behavior. This book: Helps you think like a physicist so you can understand why things really work the way they do Gives you relevant examples so you can fully grasp the principles before moving on to more complex concepts Designed to be used as a supplement study guide for the College Board's Advanced Placement Physics B Exam Introduces principles for the purpose of solving real-world problems, not memorization Teaches you how to measure, observe, calculate -- and yes -- how to do the math Covers scientific notation, SI units, vectors, motion, momentum conservation, Newton's Laws, energy conservation, weight and mass, gravitation and orbits, circular motion and simple harmonic motion, and much more If "Myth Busters" and other TV programs make you curious about our physical world -- or if you're a student forced to take a physics course -- now you can pursue the subject without the dread of boredom or the fear that it will be over your head. Head First Physics comes to rescue with an innovative, engaging, and inspirational way to learn physics!
Head Rush Ajax
A Learner's Companion to Passing the Project Management Professional Exam
Head First JavaScript

Discusses how and why to configure and develop Web applications with Struts and other Jakarta technologies using the model-view controller design pattern in Java.

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.

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.

Provides information on using Ajax in building Web applications.