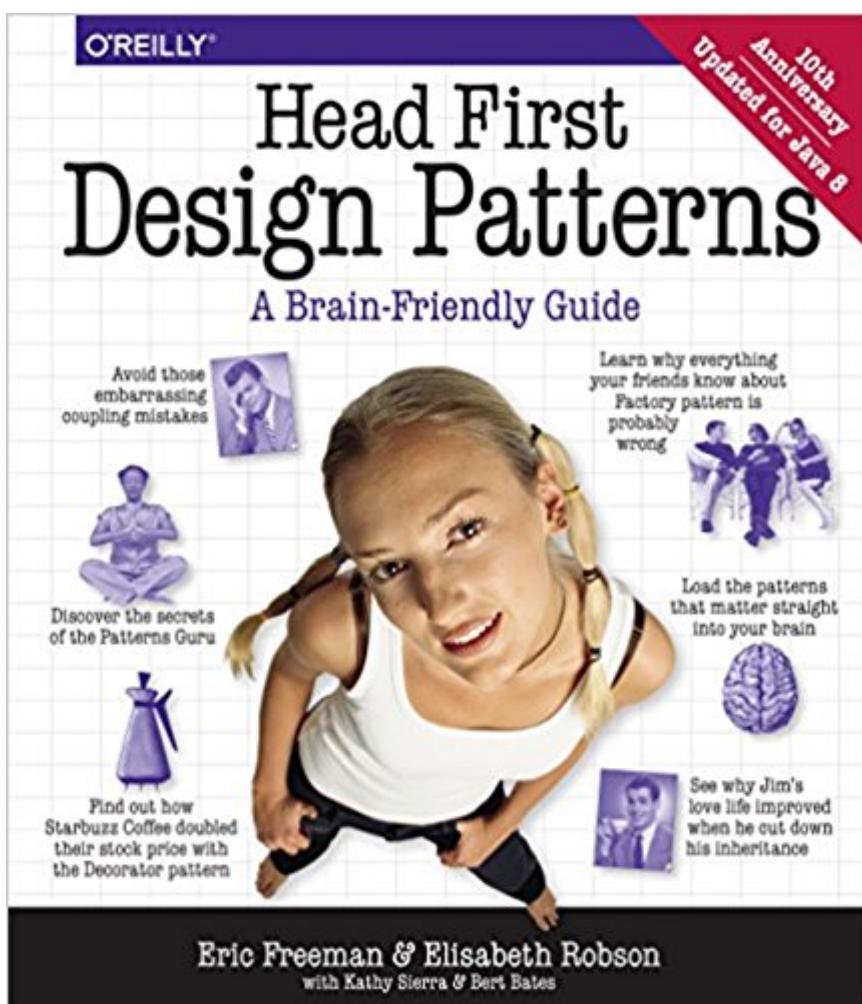


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Head First Design Patterns: A Brain-Friendly Guide



Synopsis

What's so special about design patterns? At any given moment, someone struggles with the same software design problems you have. And, chances are, someone else has already solved your problem. This edition of Head First Design Patterns—now updated for Java 8—shows you the tried-and-true, road-tested patterns used by developers to create functional, elegant, reusable, and flexible software. By the time you finish this book, you'll be able to take advantage of the best design practices and experiences of those who have fought the beast of software design and triumphed. What's so special about this book? We think your time is too valuable to spend struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Design Patterns uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Book Information

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Customer Reviews

What you'll find in Head First Design Patterns, 2014: [View larger](#)

[View larger](#) [View larger](#) The core design principles and design

patterns—everything you need to take your programming skills to the next level.

The same great visual explanations and brain-friendly learning style you're used to from Head First, with exercises and challenges so the design patterns really sink in. [Updated](#)

code! The code for all the examples and exercises now compiles and runs with Java 8.

This is a gimmicky book that actually works for once. It is an intelligent and well thought-out discussion of Java design patterns, and if you don't know what a design pattern is then this is an excellent way to find out. It is also an interested discussion of object-oriented design. I found that the authors often anticipated my reaction to their initial explanations and asked the questions that I would have asked had it been a lecture. - Mike James, VSJ, April 2005

Eric Freeman recently ended nearly a decade as a media company executive, having held the position of CTO of Disney Online & Disney.com at The Walt Disney Company. Eric is now devoting his time to WickedlySmart.com and lives with his wife and young daughter in Austin, TX. He holds a Ph.D. in Computer Science from Yale University. Elisabeth Robson is co-founder of Wickedly Smart, an education company devoted to helping customers gain mastery in web technologies. She's co-author of four bestselling books, Head First Design Patterns, Head First HTML and CSS, Head First HTML5 Programming, and Head First JavaScript Programming. Bert Bates is a 20-year software developer, a Java instructor, and a co-developer of Sun's upcoming EJB exam (Sun Certified Business Component Developer). His background features a long stint in artificial intelligence, with clients like the Weather Channel, A&E Network, Rockwell, and Timken. Kathy Sierra has been interested in learning theory since her days as a game developer (Virgin, MGM, Amblin'). More recently, she's been a master trainer for Sun Microsystems, teaching Sun's Java instructors how to teach the latest technologies to customers, and a lead developer of several Sun certification exams. Along with her partner Bert Bates, Kathy created the Head First series. She's also the original founder of the Software Development/Jolt Productivity Award-winning javaranch.com, the largest (and friendliest) all-volunteer Java community.

I love this book for its exposition of programming concepts in a simplified and humorous presentation. I also recommend that, as an appetizer, readers should first watch the video tutorial presented by the authors of this book (Eric and Elisabeth) at Lynda.com. That video tutorial covers seven of the most widely used patterns present in this book.

Great book for learning and understanding a variety of design patterns. An essential for any developer. Awesome reference and easy read. Great book!

At first, the pagecount is intimidating but once you start reading you realize the format bloats the size somewhat. But, do not think that it being oversized means there is not much here. This is one of the best programming books I have yet encountered. No other self-study tool for programming has provided such a rapid learning curve in my experience. And after reading this one, I can hardly wait to start another. In addition, this book makes for a handy reference after reading. Very highly recommended to share with your Java software team in particular. The format is to present a design problem then solve it with a design pattern. The examples are simple yet complex enough to map to real world concepts. The book is packed with class diagrams and enough code examples to illustrate each of the many patterns it discusses. Again, very highly recommended.

I had read some other books before about design patterns. Although they were good books, I found the reading a bit dry and they mostly gave the design pattern solutions as-is without too much explanation of the disadvantages of the alternative ways of solving the original problem the pattern was meant to solve. "Head First Design Patterns" book goes deeply and thoroughly into the motivation of each design pattern so it's more easy to understand all of their aspects and the drawbacks of other alternatives. The thorough explanations makes it more easy to remember and understand the patterns. The book is friendly to read and I definitely recommend it to anyone who wishes to understand design patterns.

I was kind of uneasy buying this book, I have NEVER bought a head first book...I've seen them at some of the larger book retailers and I've thumbed through them and quickly dismissed them as a gimmick and "for kids" due to all the illustrations and goofy quotes...I feel very sorry about that now, I have a TRUE FEELING that I would have a much deeper understanding of C++, Java, and PHP if all of Head First's books are written as well as this one...this book DOES make lots of use of "out of the ordinary" techniques when it comes to a software development book. It DOES NOT give detailed "cook book" code samples, and it DOES NOT promise to teach you EVERYTHING there is to know about Design Patterns. I wouldn't even say it gives you MANY "REAL WORLD" examples, nothing that you code in this book is OVERLY COMPLEX. What this book DOES DO, is offer a SIMPLE, VERY EASY TO UNDERSTAND, VERY INFORMATIVE, AND ENTERTAINING way to LEARN the most useful design patterns. This book is everything I wanted and more, it is not a Book's job to teach me how to be creative, or how to implement their exact code into my client's software...it does do EXACTLY what it should and presents the information in an EASY to grasp way without wasting your time. I would BUY THIS BOOK NOW. WARNING: If you don't have a

strong OO background before getting this book you may be making a mistake, the authors do an OK job trying to explain OO principles but if you don't understand some of the more common terms (or haven't looked at them in quite a while) it really helps to brush up prior to reading this book. I HIGHLY recommend Object-Oriented Thought Process by Matt Weisfeld as an introduction or refresher, it is a FANTASTIC read on OO.

Some people might be put off by the quirky style of this book, but I found that it explained each topic incredibly well, and made it clear what real-world use cases might look like for each pattern. The most important takeaways from the book, in my opinion, were the "principles" (I think that's what they were called in the book but can't recall) that were brought up occasionally.

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