# A Brain-Friendly Guide

# Head First

C#



Boss your data around with LiNQ

Build a fully functional retro classic aroade game



Learn how extension methods helped Sue bend the rules in Objectville A Learner's Guide to Real-World Programming with Visual C# and .NET

Discover the secrets of abstraction and inheritance





See how Jim used generic collections to wrangle his data

Andrew Stellman & Jennifer Greene

# **Head First C Jennifer Greene**

**Justin Pauley** 

#### **Head First C Jennifer Greene:**

Head First C# Andrew Stellman, Jennifer Greene, 2024-07-09 What will you learn from this book Go from beginner to confident developer as you create apps games and real world projects using C NET 9 and Visual Studio With this engaging visual guide you ll master object oriented programming build 3D games in Unity harness the power of LINQ for data gueries and learn to leverage AI tools in your development through puzzles hands on exercises and practical projects that stick Dive right in and build a cross platform game in chapter one using C and NET MAUI running on Windows macOS Android and iOS Our readers have become professional developers team leads and coding streamers No experience needed just bring your desire to learn This is where your coding journey begins What's so special about this book 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 With this book you ll learn C through a multisensory experience that engages your mind rather than a text heavy approach that puts you to sleep Head First C# Jennifer Greene, Andrew Stellman, 2013-08-23 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 Head First PMP Jennifer Greene, Andrew Stellman, 2018-09-11 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

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Head First Programming David Griffiths, Paul Barry, 2009-11-16 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.

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helps you sort it out first by grounding you in agile s underlying principles then by describing four specific and well used agile methods Scrum extreme programming XP Lean and Kanban Each method focuses on a different area of development but they all aim to change your team's mindset from individuals who simply follow a plan to a cohesive group that makes decisions together Whether you re considering agile for the first time or trying it again you ll learn how to choose a method that best fits your team and your company Understand the purpose behind agile s core values and principles Learn Scrum s emphasis on project management self organization and collective commitment Focus on software design and architecture with XP practices such as test first and pair programming Use Lean thinking to empower your team eliminate waste and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices Head First C# Jennifer Greene, Andrew Stellman, 2013-08-23 Head First C is a and principles with an agile coach 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 **Learn Unity 2017 for iOS Game Development** Allan Fowler, Philip Chu, 2017-11-24 Discover how to use Unity with Xcode to create fun imaginative 3D games for iPhone and iPad This book shows you how to optimize your game for both speed and quality how to test and profile your game and how to get the most out of your iOS device features including the gyroscope and accelerometer You ll also learn how to incorporate the latest Game Center improvements in iOS into your game how to make sure your game gets into the App Store and even how to promote your app and track revenue Unity is an incredibly powerful and popular game creation tool and Unity 5 brings even more great features including Mecanim animation If you have a great 3D game idea and you want to make it a reality in the App Store then Learn Unity 5 for iOS Game Development has exactly what you need What You ll Learn How to include iAds How to integrate Game Center leaderboards and achievements How to profile and optimize performance Who This Book Is For iOS developers interested in using Unity and Unity developers who want to customize

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Performance Management. Roland Siebelink,2009-09-30 Distinguishing between differentiating factors and non differentiating factors lies at the root of successful performance management and ties it closely to the strategy In this new strategic approach to performance management Roland Siebelink argues that the mission of the proactive strategist performance manager or project portfolio manager is to take away resources from non differentiating areas that just allow the business to play and to reinvest resources in differentiating areas that allow the business to win Proactive performance managers can help increase the performance of business units by helping business unit management think through their business model and their priorities Performance managers are well placed to ensure that a strategy is explicitly defined and that it makes explicit choices This ensures that the right strategy leads to the right measurements the right projects and ultimately the right results to build sustainable superiority to

The British National Bibliography Arthur James Wells, 2009

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