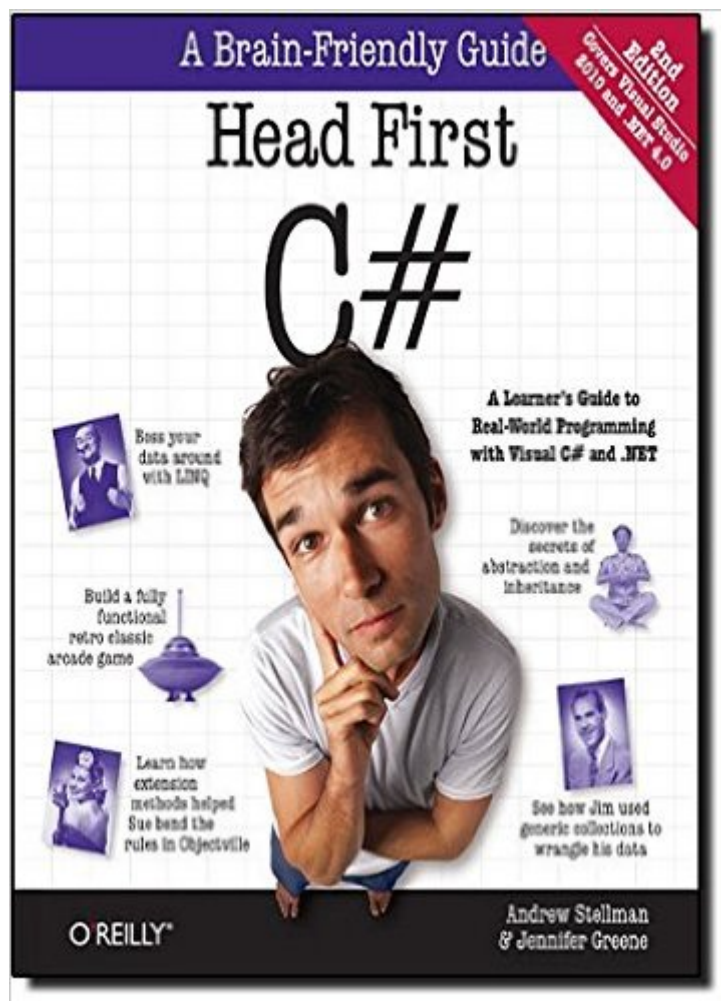


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# Head First C#, 2E: A Learner's Guide To Real-World Programming With Visual C# And .NET (Head First Guides)



## Synopsis

You want to learn C# programming, but you're not sure you want to suffer through another tedious technical book. You're in luck: *Head First C#* introduces this language in a fun, visual way. You'll quickly learn everything from creating your first program to learning sophisticated coding skills with C# 4.0, Visual Studio 2010 and .NET 4, while avoiding common errors that frustrate many students. The second edition offers several hands-on labs along the way to help you build and test programs using skills you've learned up to that point. In the final lab, you'll put everything together. From objects to garbage collection and from exceptions to interactions, you'll learn C# in a way that engages and entertains your brain. Here are a few of the topics you'll learn:

- Start by building a useful application with pre-built components in Visual Studio 2010
- Discover how objects work, using real-world examples
- Store numbers, text, and other basic data types using primitives
- Save complex data in files and databases with great C# tools
- Build intuitive and easy-to-use interfaces by following simple rules
- Design your code to catch exceptions -- things you don't expect
- Develop good programming habits, such as refactoring code and applying unit tests
- Learn how web services put your programs in touch with the rest of the world
- Make it easy for other people to install your software

## Book Information

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## Customer Reviews

First, please understand this is my first review and I am still just a programming student and this is

my first experience with C# but not the C language. I've taken two classes in C++ and one in Visual Basic, so I'm not a newbie but at the same time I still wouldn't consider myself intermediate. I'm writing this review having only read the first 100 pages of the book because I wanted to state that, as of this writing, the current edition of this book that .com is selling (Pub: May 2010, 2nd ed) there have been NO errors. If you are considering purchasing this book, please be aware that (again as of this writing) there have only been 2 reviews of the newest edition (2nd ed, May 2010). All previous reviews are of the November 2007 edition which was apparently filled with errors. If only .com would list them separately we wouldn't have this problem. Now, a brief review of the content. The first impressive thing about this book is that it takes into consideration how our brain works and learns and it explains this to you a bit before getting into the subject of the book. It uses a lot of pictures and repetition (repetition via text and program exercises) to help you remember things which studies have shown makes a big difference in the way our brain stores data. (I know this from reading 'Brain Rules' by John Medina). Anyway, so far in the first 100 pages, we've lightly covered the basics; variables, if statements, loops and program structure (namespace, class, method, statements). When I say lightly, I mean it doesn't go into every type of variable or all the details of a method. I feel this is a good approach for a first time coder because trying to remember everything a method can do in one chapter just isn't going to happen.

I've had this book for a few months. After reading numerous reviews of C# books I chose this book because it seemed to have the most positive reviews. From reviews I was aware of some typos but the extent to which typos make the book difficult to use is becoming more and more apparent. I'm around 200 pages in and have learned a fair amount, but mostly because I've doubled up with tutorials at [...]. There are 200 C# tutorials there for free and without 20 or 30 of those behind me, this would be an increasingly frustrating book. Actually it IS increasingly frustrating, but because I'm starting to put together a knowledge base from another source, I'm becoming more aware that the problems are largely with this book as opposed to my ability to learn. The Dog Track simulator project is far too difficult for where it is placed in the book - near the beginning of a "beginning" level book. It makes very little sense to expect a "learner" of C# to be able to put that program together. I obviously haven't finished the book and it's unlikely that I will. But I'm starting to think this book suffers from the same problem as many of these books - multiple authors. Apparently there are only two authors, unlike some of these books who have a half dozen or so "experts" contributing but with no coherence whatsoever, all writing at a very high level, seeming to gear their "teaching" more toward glorifying their own abilities as opposed to just teaching the information they're getting paid

for. But these two authors still can't seem to be on the same page. The more I think about it, the more confused I get as to why this book is so confusing, especially if there are "only" two authors.

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