

Python The Definitive Guide To Learning Python Programming For Beginners Computer Programming For Beginners Python Programming Practical Programming Coding Data Analysis Functional Analysis

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few. You will learn Python/MySQL fast, easy and fun. This book provides you with a complete MySQL guidance presented in an easy-to-follow manner. This Python MySQL book shows you how to use MySQL connector/Python to access MySQL databases. You will learn how to connect to MySQL database, and perform common database operations such as SELECT, INSERT, UPDATE and DELETE. In addition, we will show you some useful tips such as how to call MySQL stored procedures from Python, and how to work with MySQL BLOB data. Each chapter has practical examples with SQL script and screenshots available. If you go through the entire chapters, you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries, MySQL stored procedures, database views, triggers. In the first part of the book, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, and setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure's parameters. In the next chapter, we will discuss the database views, how they are implemented in MySQL, and how

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to use them more effectively. After that, you will learn how to work with the MySQL triggers. By definition, a trigger or database trigger is a stored program executed automatically to respond to a specific event e.g., insert, update or delete occurred in a table. The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases. In addition, it is useful to automate some database operations such as logging, auditing, etc. Then, you will learn about MySQL index including creating indexes, removing indexes, listing all indexes of a table and other important features of indexes in MySQL. MySQL uses indexes to quickly find rows with specific column values. Without an index, MySQL must scan the whole table to locate the relevant rows. The larger table, the slower it searches. After that, you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown, MySQL server security, MySQL database maintenance, and backup. The last chapter gives you the most commonly used MySQL functions including aggregate functions, string functions, date time functions, control flow functions, etc.

Build software that combines Python's expressivity with the performance and control of C (and C++). It's possible with Cython, the compiler and hybrid programming language used by foundational packages such as NumPy, and prominent in projects including Pandas, h5py, and scikits-learn. In this practical guide, you'll learn how to use Cython to improve Python's performance—up to 3000x—and to wrap C and C++ libraries in Python with ease. Author Kurt Smith takes you through Cython's capabilities, with sample code and in-depth practice exercises. If you're just starting with Cython, or want to go deeper, you'll learn how this language is an essential part of any performance-oriented Python programmer's arsenal. Use Cython's static typing to speed up Python code Gain hands-on experience using Cython features to boost your numeric-heavy Python Create new types with Cython—and see how fast object-oriented programming in Python can be Effectively organize Cython code into separate modules and packages without sacrificing performance Use Cython to give Pythonic interfaces to C and C++ libraries Optimize code with Cython's runtime and compile-time profiling tools Use Cython's prange function to parallelize loops transparently with OpenMP

The definitive guide for statisticians and data scientists who understand the advantages of becoming proficient in both R and Python The first book of its kind, Python for R Users: A Data Science Approach makes it easy for R programmers to code in Python and Python users to program in R. Short on theory and long on actionable analytics, it provides readers with a detailed comparative introduction and overview of both languages and features concise tutorials with command-by-command translations—complete with sample code—of R to Python and Python to R. Following an introduction to both languages, the author cuts to the chase with step-by-step coverage of the full range of pertinent programming features and functions, including data input, data inspection/data quality, data analysis, and data visualization. Statistical modeling, machine learning, and data mining—including supervised and unsupervised data mining methods—are treated in detail, as are time series forecasting, text mining, and natural language processing. • Features a quick-learning format with concise tutorials and actionable analytics • Provides command-by-command translations of R to Python and vice versa • Incorporates Python and R code throughout to make

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it easier for readers to compare and contrast features in both languages • Offers numerous comparative examples and applications in both programming languages • Designed for use for practitioners and students that know one language and want to learn the other • Supplies slides useful for teaching and learning either software on a companion website Python for R Users: A Data Science Approach is a valuable working resource for computer scientists and data scientists that know R and would like to learn Python or are familiar with Python and want to learn R. It also functions as textbook for students of computer science and statistics. A. Ohri is the founder of Decisionstats.com and currently works as a senior data scientist. He has advised multiple startups in analytics off-shoring, analytics services, and analytics education, as well as using social media to enhance buzz for analytics products. Mr. Ohri's research interests include spreading open source analytics, analyzing social media manipulation with mechanism design, simpler interfaces for cloud computing, investigating climate change and knowledge flows. His other books include R for Business Analytics and R for Cloud Computing.

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

In this book, cofounder and lead developer James Gardner brings you a comprehensive introduction to Pylons, the web framework that uses the best of Ruby, Python, and Perl and the emerging WSGI standard to provide structure and flexibility. You'll learn how to create your own Pylons-driven web site and attain the mastery of advanced Pylons features. You'll also learn how to stretch Pylons to its fullest ability, as well as share Gardner's unique insight and extensive experience in developing and deploying Pylons for a wide variety of situations.

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Why It Is So Important Today in The Business World; organizations of all sizes rely on the insights they extract from the data they have to measure progress, make informed decisions, plan for the future, and so on. Data scientists are the people who process and organize the data with scientific methods, algorithms, and other techniques. Understand Why Python is Preferred to Use For Data Analysis Over Other Tools and the reasons why all the benefits of using Python made it the best tool to learn data science. Learn How to Carry Out Work More and More Complex and Difficult to be updated on new themes and trends in the sector and carry out small independent jobs to finance your projects. ...& Lot More! Your Customers will never stop to use this book. Are you completely new to programming and want to learn how to code, but don't know where to begin? Are you looking to upgrade your data wrangling skills to future-proof your career and break into Data Science and Analytics? Python is one of the most valuable and interesting languages for data analysis. Therefore, the popularity of Python is growing day by day, especially in the world of data analysis or data sciences. This Definitive Guide will combine Data Analysis and Python to help your customer build amazing products and help businesses Buy it NOW and let your customers get addicted to this amazing book!

Are you interested in learning more about programming to advance your career, start a new career, or just curious, then you need to read Raspberry Pi 3: Your Definitive Guide to Raspberry Projects and Programming Python now! Around the world, this digital age we live in is opening new career options that only a decade ago were unheard of. Freelancing, working online, working from home, or digital commuting are just some of the exciting employment opportunities available to us. To be able to take advantage of this, however, you need to learn new digital skills like programming. Raspberry Pi 3: Your Definitive Guide to Raspberry Projects and Programming Python will help you learn the fundamentals of Raspberry Projects and Programming Python. Inside Raspberry Pi 3: Your Definitive Guide to Raspberry Projects and Programming Python you'll discover: The basic setup of a pi 3 Learning how easy setting up your pi 3 can be Which operating system works for the pi 3? Understanding remote access A few starter projects to test your knowledge About raspberry pi 3 and python & much more! As a bonus, Raspberry Pi 3 is packed full of free resources and includes Free Video Course: Introduction to JavaScript, SQL & C++! You can't get much better than that. What started out as an easy way for children to learn about computers, soon grew in popularity among computer hobbyists as they saw the potential it had for being more than just a computer. With abundant processing power, there is enough functionality for several different projects, both practical and fun! What are you waiting for? Grab a copy of Raspberry Pi 3: Your Definitive Guide to Raspberry Projects and Programming Python now!

New edition of the bestselling guide to artificial intelligence with Python, updated to Python 3.x, with seven new chapters that cover RNNs, AI and Big Data, fundamental use cases, chatbots, and more. Key Features Completely updated and revised to Python 3.x New chapters for AI on the cloud, recurrent neural networks, deep learning models, and feature selection and engineering Learn more about deep learning algorithms, machine learning data pipelines, and chatbots Book Description Artificial Intelligence with Python, Second Edition is an updated and expanded version of the bestselling guide to artificial intelligence using the latest version of Python 3.x. Not only does it provide you an introduction to artificial intelligence, this new edition goes further by giving

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you the tools you need to explore the amazing world of intelligent apps and create your own applications. This edition also includes seven new chapters on more advanced concepts of Artificial Intelligence, including fundamental use cases of AI; machine learning data pipelines; feature selection and feature engineering; AI on the cloud; the basics of chatbots; RNNs and DL models; and AI and Big Data. Finally, this new edition explores various real-world scenarios and teaches you how to apply relevant AI algorithms to a wide swath of problems, starting with the most basic AI concepts and progressively building from there to solve more difficult challenges so that by the end, you will have gained a solid understanding of, and when best to use, these many artificial intelligence techniques. What you will learn Understand what artificial intelligence, machine learning, and data science are Explore the most common artificial intelligence use cases Learn how to build a machine learning pipeline Assimilate the basics of feature selection and feature engineering Identify the differences between supervised and unsupervised learning Discover the most recent advances and tools offered for AI development in the cloud Develop automatic speech recognition systems and chatbots Apply AI algorithms to time series data Who this book is for The intended audience for this book is Python developers who want to build real-world Artificial Intelligence applications. Basic Python programming experience and awareness of machine learning concepts and techniques is mandatory.

Learn Python Programming Fast, Easily And In A Fun Way, Starting From The Basics And Become An Expert In No Time! If You Are New To Python Programming And Want To Start From A Solid Foundation, This Book Is For You!'Python Programming: A Complete Guide For Beginners To Master And Become An Expert In Python Programming Language' is a complete guide, covering all the basic concepts in depth, and takes you to an advanced level with simple to understand, follow and learn examples and explanations. Learn Python The Easy And Smart Way A Preview Of What You Will Learn: The Importance and Various Features of Python Introduction to keywords and identifiers Python Statements, Indentations and Comments How to Install and Run Python in Mac OS. Linux and Microsoft Concept of Variables and Different Data Types Input, Out and Import Operations Using Loop Statements in Python Python Functions Study of Objects and Classes Inheritance in Python File Handling Operations Study of Modulea, Tuples, Lists and Dictionary And Much, Much More!!! Python is the most easiest and powerful programming language to master as it is designed keeping simplicity in mind and can be used to develop almost all kinds of apps and software programs. This makes Python Programming very interactive and popular among computer programmers. So What Are You Waiting For? Get Your Copy Today

A comprehensive guide to Python programming for web development using the most popular Python web framework - Django Key Features Learn the fundamentals of programming with Python and building web apps Build web applications from scratch with Django Create real-world RESTful web services with the latest Django framework Book Description If you want to develop complete Python web apps with Django, this Learning Path is for you. It will walk you through Python programming techniques and guide you in implementing them when creating 4 professional Django projects, teaching you how to solve common problems and develop RESTful web services with Django and Python. You will learn how to build a blog application, a social image bookmarking

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website, an online shop, and an e-learning platform. Learn Web Development with Python will get you started with Python programming techniques, show you how to enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. Last but not least, you'll learn the best practices for creating real-world applications. By the end of this Learning Path, you will have a full understanding of how Django works and how to use it to build web applications from scratch. This Learning Path includes content from the following Packt products: Learn Python Programming by Fabrizio Romano Django RESTful Web Services by Gastón C. Hillar Django Design Patterns and Best Practices by Arun Ravindran What you will learn Explore the fundamentals of Python programming with interactive projects Grasp essential coding concepts along with the basics of data structures and control flow Develop RESTful APIs from scratch with Django and the Django REST Framework Create automated tests for RESTful web services Debug, test, and profile RESTful web services with Django and the Django REST Framework Use Django with other technologies such as Redis and Celery Who this book is for If you have little experience in coding or Python and want to learn how to build full-fledged web apps, this Learning Path is for you. No prior experience with RESTful web services, Python, or Django is required, but basic Python programming experience is needed to understand the concepts covered.

Are you looking to start coding? Or teach kids how to code? This book on beginner Python coding can solve your problem. For the last couple of years, the news keeps talking about the digital economy and how everyone needs programmers. It seems like everyone wants to learn how to code. However, it is not that easy. Coding is a skill; and like any skill it takes time to learn. Like any skill, the younger you start; the better you get. From my personal experience with coding and also with teaching young kids how to code, let me tell you that coding is a lot of fun and extremely gratifying. It teaches you how to organize, think logically, communicate, work in teams and be more creative. However, programming can be hard to learn. Especially if you start reading advanced books. You need a step-by-step guide to get started. This book starts off with the very basics; how to install the Python software, set up and write your first lines of code. There are exercises at the end of each chapter that can test your new found knowledge and move you ahead. This kind of project based learning is great to get you moving and confident. Here is just a fraction of what's inside: Why Python over other Programming Languages? The best way to start - Python Programming for beginners The turtle graphics of your dreams - master the fastest way to create outstanding graphic images What are the most important functions of Python Language, and how to master them fast? Game programming - probably the most fascinating chapter for your kids to learn! What Python Coding Games are the easiest to create for beginners? How errors to avoid? Every upcoming Python Programmer should read this chapter! Much much more... So don't wait, scroll up, click on "Add to Cart" and Start Learning!

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these

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ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Quick & Easy Guide to Python Programming For Beginners These Books Set is for those who are interested in learning Python programming language. The book "Python Programming For Beginners" and "Complete Guide For Python Programming" are Quick and Easy Guide for Programmers to learn python programming Language. These books include all the basics of python, data structures, operators, control statements, functions, classes, strings, etc. You can also learn about python modules, variables, packages, functions, classes, databases used in python programming. You can even learn about professional Python style, best practices, and good programming habits. Also, these guides include Improve application performance by writing extensions using multithreading. You can become a good python programmer by going through these books. In the end section you will find some commonly used programs written in the python language. Try them now!!!

Follow along with MicroPython expert Luca-Dorin Anton through a combination of lecture and hands-on to master MicroPython concepts, features, and techniques. Also here are all of Luca-Dorin Anton's highly-rated videos on O'Reilly . The following 15 topics will be covered in this MicroPython Complete course: Introducing MicroPython . This first topic in the MicroPython Complete course introduces MicroPython, which is a lean and efficient implementation of the Python 3 programming language. MicroPython includes a subset of the Python standard library, and is optimized to run on microcontrollers and in constrained environments. How MicroPython Works . Develop a stronger grasp of the MicroPython language including its interpretative feature during this second topic in the MicroPython Complete course. Introducing ESP32 . Develop a fundamental knowledge of the ESP32 SoC (System-on-a-Chip) during this third topic in the MicroPython Complete course. Learn about ESP32's WiFi and Bluetooth connectivity options. MicroPython Components . Become equipped to use all of the MicroPython components in this fourth topic in the MicroPython Complete course, including ESP32, the breadboard, jumper cables, LEDs, resistors, input devices, buttons, and potentiometers. ESP32 Architecture . Be able to explain the ESP32's architecture and function block diagram in this fifth topic in the MicroPython Complete course. Setting up the MicroPython Development Environment . Accomplish the three steps that must be completed before using MicroPython in this sixth topic in the MicroPython Complete course. This includes setting up Python, burning the ESP32 firmware, and installing uPyCraft. Using the MicroPython Interpreter . Become proficient with the MicroPython Interpreter in this seventh topic in the MicroPython Complete course. Using WebREPL in MicroPython . Practice using WebREPL in this eighth topic in the MicroPython Complete course. Access the MicroPython Interpreter using the Python prompt over WiFi, connecting through a browser. Using Functions from the Machine Package in MicroPython . Practice using functions from the most important MicroPython package, the Machine Package, in this ninth topic in the MicroPython Complete course. Using Classes from the Machine Package in MicroPython . Practice working with pins in in this tenth topic in the MicroPython Complete course. Use the

Pin Class from the Machine Package and practicing turning LEDs on and off. Using Analog to D...

Are you keen to learn Python Programming? Have you wanted to learn how to become a Python programmer? If so, this guide is the perfect match for people just like you! A general-purpose programming language, whose expansion and popularity is relatively recent. This is Python, a commitment to simplicity, versatility, and rapidity of development. Python is a platform-independent and object-oriented scripting language prepared to perform any type of programming language, from Windows applications to network servers or even web pages. Python is an interpreted language. That means that, unlike languages like C and its variants, Python does not need to be compiled before it is run. Other interpreted languages include PHP and Ruby. Some benefits of using Python- Python comprises a huge standard library for most Internet platforms like Email, HTML, etc. Provide easy readability due to the use of square brackets Easy-to-learn for beginners Having the built-in data types saves programming time and effort from declaring variables Inside this book, Python Programming: The Complete Guide to Learn Python for Data Science, AI, Machine Learning, GUI, and More With Practical Exercises and Interview Questions, you will learn a valuable skill that will improve your coding expertise! Here's what we will talk about in this book: Python Features Basics of Python Data Structures & Object-Oriented Python File management Conditionals, Iterables & Regex in Python Simple recap projects Files & Error Handling In Python Some powerful tips and tricks for beginner Python programmers that will fast-track your journey to becoming a master And Much More! Why wait any longer? "Add to Cart" to receive your book instantly!

Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

During the last couple of decades, we've witnessed a significant growth in the number of programming languages-from

the core dominant languages such as C, Fortran, COBOL in the 1960's and the 1970's to object-oriented C++, JavaScript, Java and Golang that we have today. In all these evolutions, Python programming language has stood out from the rest. It's no secret that Python has continued to grow at a fast-paced rate, thanks to its open source nature. Besides, its ability to use succinct and easy-to-learn syntax-which makes it one of the most powerful and very flexible programming language-allows programmers to develop more complex software within a much shorter time compared to other programming languages. So, why should you learn Python programming language? Truth be told-Python programming language is an excellent, easy-to-learn and super-powerful programming language that has ever been developed. As a matter of fact, the language has been used to power some of the most renowned websites applications such as the Google and the YouTube. With several career options that require Python programming, learning Python can be a great asset to land your dream job! Also, you'll boost your career with new programming skills. "An Ultimate Beginner's Guide to Python Programming" provides all the vital programming concepts and skills that you need to create your own software. The eBook will walk you through comprehensive step-by-step guidelines that are necessary to make you an efficient Python programmer. Contents: 1. Getting Started with Python 2. Variables and Types 3. Types and Casting 4. Programming Operators 5. Decision-Making and Repetition Structures 6. Functions And Much, Much More!!! Purchase Now to start your python programming journey.

'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated

my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

Have you ever... - Wanted to work at an exciting futuristic company? - Struggled with an interview problem that could have been solved in 15 minutes? - Wished you could study real-world computing problems? If so, you need to read Elements of Programming Interviews (EPI). EPI is your comprehensive guide to interviewing for software development roles. The core of EPI is a collection of over 250 problems with detailed solutions. The problems are representative of interview questions asked at leading software companies. The problems are illustrated with 200 figures, 300 tested programs, and 150 additional variants. The book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview, common mistakes, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. We also provide a summary of data structures, algorithms, and problem solving patterns. Coding problems are presented through a series of chapters on basic and advanced data structures, searching, sorting, algorithm design principles, and concurrency. Each chapter starts with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a broad and thought-provoking set of problems. A practical, fun approach to computer science fundamentals, as seen through the lens of common programming interview questions. Jeff Atwood/Co-founder, Stack Overflow and Discourse
2nd Edition - Revised, Improved and New Content! Python: The Ultimate Beginner's Guide provides all essential programming concepts and information you need to start developing your own Python program. The book provides a comprehensive walk-through of Python programming in a clear, straightforward manner that beginners will appreciate. Important concepts are introduced through a step-by-step discussion and reinforced by relevant examples and illustrations. You can use this book as a guide to help you explore, harness, and gain appreciation of the capabilities and features of Python.

Build fast and effective applications using Masonite, a Python-based framework. This book covers creating a digital home assistant application, but it's certainly not the only kind of application you could build. By working on this kind of project, you'll cover the broad range of topics and requirements you're likely to find as you establish your own web empire. You'll see how Masonite is a developer-centric Python framework, which provides all the tools you'll need to build powerful and maintainable web applications. After reading and using this book, you'll have the tools to make and deploy

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your own web ecommerce application from scratch using the Masonite framework. What You Will Learn Customize your request and response cycle with middleware, route groups, and headers Add security into your application and protect against possible vulnerabilities Create and control your application's maintenance features from a terminal Manage a database, so your teammates and environments will always be in sync Represent relational database data with object-oriented programming techniques Read and write from the file system Process large datasets and slow operations in the background Add real-time features and recurring tasks to your application Who This Book Is For Web developers new to the Masonite framework. Some prior Python experience is helpful but is not required.

55% OFF for bookstores! Get maximum revenue from the sale of this book. Your customers will love this book.

If you are looking for a complete beginners guide to learn Python programming with examples, in just a few hours, this book is for you ***** Second Edition-2018-Limited Time Offer! (Will soon return to \$17 + Special Offer Below) ***** Free Kindle eBook for customers who purchase the print book from Amazon Python Programming for Absolute Beginners Learn Programming with Python, step-by-step in few hours. Why Learn Python? Python is a general-purpose language, which means it can be used to build just about anything, which will be made easy with the right tools/libraries. Python is one of the over 1000 computer programming languages that are known today. Python has also grown tremendously to become one of the leading programming languages. People have liked it for its syntax and semantics which are easy for one to grasp, even those without a background in computer programming. Due to this, Python is taught to juniors in many schools worldwide. Python is also cross-platform, meaning that one can code in Python from various operating systems. Professionally, Python is great for backend web development, data analysis, artificial intelligence, and scientific computing. People, companies and institutions have used Python to develop different applications including web applications, game applications, desktop applications etc. The popularity of Python also continues to rise every day. Why this Book is different? This book explores every aspect of Python programming language. This book may be the best one for an absolute beginner, it's a step by step guide for any person who wants to start learning Python programming from scratch. It will help you in preparing a solid computer programming foundation and learn any other coding language will be easy to you. Book Objectives The author wrote this book with the goal of helping the readers learn every aspect of Python programming. The book will help you: Know more about computer programming and how to get started with Python programming language. Understand the various features of Python programming language and appreciate its power. Transition from a programming beginner to an expert. Target Users The book designed for a variety of target audiences. The most suitable users would include: Newbies in computer programming and Python Programming Professionals in computer programming and software applications development Professors, lecturers or tutors who are looking to find better ways to explain the content to their students in the simplest and easiest way Students and academicians, especially those focusing on computer programming and software development! Is this book for me? If you want to learn computer programming with Python, this book is for you. Experience in

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computer programming is not required. If this is the first time for you to hear about computer programming, this book is the best for you. What's Inside this Book? Getting Started with Python Basic Python Syntax Python Variables Python Data Types Control Statements Python Functions Python Loops Python Classes and Objects Exception Handling Python Modules File Handling Tkinter Python Operators Accessing MySQL Databases Download your copy today! Python, Python3, learn python, learn python3, python crash course, python for beginners, python machine learning, deep learning, python for data analysis, python tricks, python programming for beginners, python cookbook, python book, python language, python examples, python tutorial

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Hands-on PythonThe Definitive Guide for Absolute BeginnersCreatespace Independent Publishing Platform

Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to

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reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation

This latest edition of The Definitive Guide to Django is updated for Django 1.1, and, with the forward-compatibility guarantee that Django now provides, should serve as the ultimate tutorial and reference for this popular framework for years to come. Django, the Python-based equivalent to Ruby's Rails web development framework, is one of the hottest topics in web development today. Lead developer Jacob Kaplan-Moss and Django creator Adrian Holovaty show you how they use this framework to create award-winning web sites by guiding you through the creation of a web application reminiscent of ChicagoCrime.org. The Definitive Guide to Django is broken into three parts, with the first introducing Django fundamentals such as installation and configuration, and creating the components that together power a Django-driven web site. The second part delves into the more sophisticated features of Django, including outputting non-HTML content such as RSS feeds and PDFs, caching, and user management. The appendixes serve as a detailed reference to Django's many configuration options and commands.

Python is an object-oriented, scripting language that is used in wide range of categories. In software engineering, a design pattern is a recommended solution to a software design problem. Although not new, design patterns remain one of the hottest topics in software engineering and they come as a ready reference for software developers to ...

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within

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and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

Dhiraj, a data scientist and machine learning evangelist, continues his teaching of Python libraries by explaining through both lecture and practice the Statsmodels library. Click here to watch all of Dhiraj Kumar's courses including the full Python Library Series . In this course, become adept with the Statsmodels library through these seven topics: Introducing Statsmodels . This first topic in the Python Library series introduces this Python package which allows us to explore data, create statistical models, and perform statistical tests. Learn all about this Python stack oriented towards data analysis, data science, and statistics. Statsmodels is built on top of the numeric library Numpy. Statsmodels Advantages and Disadvantages . Know the advantages of Statsmodels in this second topic in the Python Library series. Statsmodels offers hardcore statistics, econometrics support, strong R programming language alignment, and post-estimation analysis. Disadvantages include poor documentation, less features than scikit-learn, and less modular. Statsmodels Installation . Install Statsmodels in this third topic in the Python Library series. Statsmodels Linear Regression . Perform linear regression using Statsmodels in this fourth topic in the Python Library series. Linear regression is an algorithm that finds a linear relationship between a dependent variable and an independent variable. It is a statistical method that allows us to determine the relationship between two continuous variables. Statsmodels Logistic Regression . Perform logistic regression using Statsmodels in this fifth topic in the Python Library series. Logistic regression is an algorithm that describes the relationship between one dependent binary variable and one or more independent variables. Statsmodels ARIMA . Forecast time series using Statsmodels Auto Regressive Integrated Moving Average (ARIMA) in this sixth topic in the Python Library series. Statsmodels Seasonal ARIMA . Forecast seasonality using Statsmodels Seasonal Auto Regressive Integrated Moving Average (SARIMA) in this seventh topic in the Python Library series.

Django, the Python-based Web development framework, is one of the hottest topics in Web development today. Its creator (and co-author of this book) Adrian Holovaty has built a compelling array of Web applications using Django, including <http://chicagocrime.org>. Django creator Adrian Holovaty and lead developer Jacob Kaplan-Moss have created this book as the definitive guide to the technology. Beginning with fundamentals such as installation and configuration, the book tackles sophisticated features of Django, such as outputting non-HTML content such as RSS feeds and PDFs, caching, and user management. Also includes a detailed reference to Django's many configuration options and commands.

* McKay is a member of Plone's core development team—defining The Expert's Voice in Open Source. * Author's web site ZopeZen.org is a site dedicated to Zope-based applications and will plug book on the site. * Python programmers are a growing community and this will be the only up-to-date book on Plone for programmers. * For the latest information on Plone and the latest developments, visit: <http://plone.org>.

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Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.

Machine learning has become an integral part of many commercial applications and research projects, but this field is not exclusive to large companies with extensive research teams. If you use Python, even as a beginner, this book will teach you practical ways to build your own machine learning solutions. With all the data available today, machine learning applications are limited only by your imagination. You'll learn the steps necessary to create a successful machine-learning application with Python and the scikit-learn library. Authors Andreas Müller and Sarah Guido focus on the practical aspects of using machine learning algorithms, rather than the math behind them. Familiarity with the NumPy and matplotlib libraries will help you get even more from this book. With this book, you'll learn: Fundamental concepts and applications of machine learning Advantages and shortcomings of widely used machine learning algorithms How to represent data processed by machine learning, including which data aspects to focus on Advanced methods for model evaluation and parameter tuning The concept of pipelines for chaining models and encapsulating your workflow Methods for working with text data, including text-specific processing techniques Suggestions for improving your machine learning and data science skills

Practical Python 3 for experienced developers: use the right idioms, techniques, and features to write great code * *Written from a completely 'Python 3' point of view: teaches best practices for making the most of today's newest version of Python. *Designed to help developers get productive fast... then learn how to write any program, use any library, create any library module. *Includes expert guidance on migrating Python 2 code to Python 3. Around the world, programmers appreciate Python for its simplicity, power, expressiveness, and the sheer pleasure of writing Python code. Python 3.1 is the newest and best version of the language

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yet: more convenient, more consistent, and easier to use. Mark Summerfield demonstrates how to write code that takes full advantage of the latest Python 3 features and idioms. Programming in Python 3, 2/e, brings together all the knowledge needed to write programs, use any library, and even create new library modules. The book teaches every aspect of the Python 3 language. It covers all the built-in functionality, as well as key components of Python's standard library. Structured so readers can write Python programs from chapter 1, each subsequent chapter provides further depth and broader coverage. Two new chapters have been added to this edition increasing the coverage to include parsing, debugging, testing, and profiling. Readers will master Python procedural and object-oriented techniques; creation of custom modules and packages; writing and reading files; multithreading; networking; database programming; GUIs; regular expressions; application debugging, testing, and profiling; and more. Detailed appendices include coverage of migrating applications from Python 2 to Python 3, plus a complete language reference. All sample code has been tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

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