The Python Quick Syntax Reference

This quick C++17 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++17. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. In the C++17 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Use template argument deduction for class templates Declare non-type template parameters with auto-folding expressions and auto deduction from braced-init-list Apply lambdas and lambda capture by value Work with inline variables, nested namespaces, structured bindings, and selection statements with initializer Use utf-8 character literals Carry out direct-list initialization of enums Use these new C++17 library features or class templates from std::variant, optional, any, string_view, invoke, apply and more Do splicing for maps and sets, also new to C++17 Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.
An excellent supplement to Computer Science Illuminated, as well as a superb primer, Computer

Science: The Python Programming Language offers a clear introduction to this user-friendly language. This overview describes the fundamentals of the interactive Python environment, the structure of Python programs, how Python supports object-oriented programming, and much more. Beginning programmers will be relieved that this modern programming language is not only easy to learn but easy to use as well!

Python is one of the most powerful, easy-to-read programminglanguages around, but it does have its limitations. This generalpurpose, high-level language that can be extended and embedded is asmart option for many programming problems, but a poor solution toothers. Python For Dummies is the quick-and-easy guide to gettingthe most out of this robust program. This hands-on book will showyou everything you need to know about building programs, debuggingcode, and simplifying development, as well as defining what actionsit can perform. You'll wrap yourself around all of itsadvanced features and become an expert Python user in no time. Thisguide gives you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create, extend, and override classes Access the Internet to enhance your library Understand the new features of Python 2.5 Packed with critical idioms and great resources to maximize

yourproductivity, Python For Dummies is the ultimate one-stopinformation guide. In a matter of minutes you'll be familiarwith Python's building blocks, strings, dictionaries, andsets; and be on your way to writing the program that you'vedreamed about!
This book is published open access under a CC BY 4.0 license. This book presents computer programming as a key method for solving mathematical problems. This second edition of the well-received book has been extensively revised: All code is now written in Python version 3.6 (no longer version 2.7). In addition, the two first chapters of the previous edition have been extended and split up into five new chapters, thus expanding the introduction to programming from 50 to 150 pages. Throughout the book, the explanations provided are now more detailed, previous examples have been modified, and new sections, examples and exercises have been added. Also, a number of small errors have been corrected. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style employed is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows students to write simple programs for solving common mathematical problems with numerical methods in the context of engineering and science courses. The emphasis is on generic algorithms, clean program design, the use of functions, and automatic tests for verification. Design more successful trading systems with this

practical guide to identifying alphas Finding Alphas seeks to teach you how to do one thing and do it well: design alphas. Written by experienced practitioners from WorldQuant, including its founder and CEO Igor Tulchinsky, this book provides detailed insight into the alchemic art of generating trading signals, and gives you access to the tools you need to practice and explore. Equally applicable across regions, this practical guide provides you with methods for uncovering the hidden signals in your data. A collection of essays provides diverse viewpoints to show the similarities, as well as unique approaches, to alpha design, covering a wide variety of topics, ranging from abstract theory to concrete technical aspects. You'll learn the dos and don'ts of information research, fundamental analysis, statistical arbitrage, alpha diversity, and more, and then delve into more advanced areas and more complex designs. The companion website, www.worldquantchallenge.com, features alpha examples with formulas and explanations. Further, this book also provides practical guidance for using WorldQuant's online simulation tool WebSim® to get hands-on practice in alpha design. Alpha is an algorithm which trades financial securities. This book shows you the ins and outs of alpha design, with key insight from experienced practitioners. Learn the seven habits of highly effective quants Understand the key technical aspects of alpha design Use WebSim® to experiment and create more successful alphas Finding Alphas is the detailed, informative guide you need to start designing robust, successful alphas.

The Python 2.1 Bible provides the only complete Python

language reference on the market and includes all the information and software that developers need to use Python as a rapid application development tool. The Python 2.1 Bible fills a critical void in the Python reference market. Although it includes a complete Python language reference section, it is still geared towards those of you who already have some programming experience. This book explains each piece of technology in depth and shows through clear examples why each feature is useful. This is the manual you've been waiting for -- the one that covers all major Python components without glossing over how the various pieces fit together.
This month: * Command & Conquer * How-To : Python, LibreOffice, and Connecting iOS Devices. * Graphics : Blender and Inkscape. * Review: NOD32 Anti-virus * NEW! – Security Q&A * NEW! – What Is: CryptoCurrency plus: Q&A, Linux Labs, Ask The New Guy, Ubuntu Games, and even some competitions!
Python is optimized for quality, productivity, portability, and integration. Hundreds of thousands of Python developers around the world rely on Python for general-purpose tasks, Internet scripting, systems programming, user interfaces, and product customization. Available on all major computing platforms, including commercial versions of Unix, Linux, Windows, and Mac OS X, Python is portable, powerful and remarkable easy to use. With its convenient, quick-reference format, Python Pocket Reference, 3rd Edition is the perfect on-the-job reference. More importantly, it's now been refreshed to cover the language's latest release, Python 2.4. For

experienced Python developers, this book is a compact toolbox that delivers need-to-know information at the flip of a page. This third edition also includes an easy-lookup index to help developers find answers fast! Python 2.4 is more than just optimization and library enhancements; it's also chock full of bug fixes and upgrades. And these changes are addressed in the Python Pocket Reference, 3rd Edition. New language features, new and upgraded built-ins, and new and upgraded modules and packages--they're all clarified in detail. The Python Pocket Reference, 3rd Edition serves as the perfect companion to Learning Python and Programming Python.

This condensed code and syntax reference book presents the Perl scripting language in a well-organized format designed to be used time and again. It contains an easy-to-read and use guide to Perl 6 for software application development. Using this book will give you a feel for the language, as well as an introduction to the different features (such as object-oriented programming) that make Perl 6 such a unique language. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. Perl 6 Quick Syntax Reference is packed with useful information and is a must-have for any developer new to Perl 6. What You Will Learn Use Perl 6 expressions and operators Work with Perl 6 data access and persistent data Process complex data structures available in Perl 6 Work with functions, modules, and

more Use Perl 6 classes, roles, and traits Take advantage of regular expressions and grammars using Perl 6 Use the Unicode standard to its full extent in your scripts Who This Book Is For Those new to Perl 6 who have at least some programming experience in any scripting language.
Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. Python is considered easy to learn, but there's no quicker way to mastery of the language than learning from an expert teacher. This edition of Learning Python puts you in the hands of two expert teachers, Mark Lutz and David Ascher, whose friendly, well-structured prose has guided many a programmer to proficiency with the language. Learning Python, Second Edition, offers programmers a comprehensive learning tool for Python and object-oriented programming. Thoroughly updated for the numerous language and class presentation changes that have taken place since the release of the first edition in 1999, this guide introduces the basic elements of the latest release of Python 2.3 and covers new features, such as list comprehensions, nested scopes, and iterators/generators. Beyond language features, this edition of Learning Python also includes new context for less-experienced programmers, including fresh overviews of object-oriented programming and

dynamic typing, new discussions of program launch and configuration options, new coverage of documentation sources, and more. There are also new use cases throughout to make the application of language features more concrete. The first part of Learning Python gives programmers all the information they'll need to understand and construct programs in the Python language, including types, operators, statements, classes, functions, modules and exceptions. The authors then present more advanced material, showing how Python performs common tasks by offering real applications and the libraries available for those applications. Each chapter ends with a series of exercises that will test your Python skills and measure your understanding. Learning Python, Second Edition is a self-paced book that allows readers to focus on the core Python language in depth. As you work through the book, you'll gain a deep and complete understanding of the Python language that will help you to understand the larger application-level examples that you'll encounter on your own. If you're interested in learning Python--and want to do so quickly and efficiently--then Learning Python, Second Edition is your best choice.

This compact syntax reference covers syntax and parameters central to JSON object definitions. You'll learn the syntax used in the JSON object definition language, logically organized by topical chapters,

and getting more advanced as chapters progress, covering structures and file formats which are best for use with HTML5. Furthermore, the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process, the in-lining of CSS and JS files, and why a data footprint optimization work process is important. What You'll Learn • Use the object definition syntax supported in JSON• Define a JSON content production workflow• Gain an understanding of the concepts and principles behind JSON object definitions• Use JSON code snippets and apply them in your web applications• Utilize the NetBeans, Android Studio, and Eclipse IDEs for your JSON coding Who This Book Is For Web developers, Android application developers, and user interface designers.

This quick Julia programming language guide is a condensed code and syntax reference to the Julia 1.x programming language, updated with the latest features of the Julia APIs, libraries, and packages. It presents the essential Julia syntax in a well-organized format that can be used as a handy reference. This book provides an introduction that reveals basic Julia structures and syntax; discusses data types, control flow, functions, input/output, exceptions, metaprogramming, performance, and more. Additionally, you'll learn to interface Julia with other programming languages such as R for statistics or Python. You will learn how to use Julia

packages for data analysis, numerical optimization and symbolic computation, and how to disseminate your results in dynamic documents or interactive web pages. In this book, the focus is on providing important information as quickly as possible. It is packed with useful information and is a must-have for any Julia programmer. What You Will Learn Set up the software needed to run Julia and your first Hello World example Work with types and the different containers that Julia makes available for rapid application development Use vectorized, classical loop-based code, logical operators, and blocks Explore Julia functions by looking at arguments, return values, polymorphism, parameters, anonymous functions, and broadcasts Build custom structures in Julia Interface Julia with other languages such as C/C++, Python, and R Program a richer API, modifying the code before it is executed using expressions, symbols, macros, quote blocks, and more Maximize your code's performance Who This Book Is For Experienced programmers new to Julia, as well as existing Julia coders new to the now stable Julia version 1.0 release.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

The easy way to learn programming fundamentals

with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Provides information and tutorials on Python's application domains and its use in databases, networking, scripting layers, and text processing. Python Programming for Beginners Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. this updated 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. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Python language even if you have never coded before. Carefully Chosen Python Programming Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to Python, while not overwhelming

you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it"ll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Python coding? This book is for you. With the first edition of this book being a #1 best-selling programming ebook on Amazon for more than a year, you can rest assured that this new and improved edition is the perfect book for you to learn the Python programming language fast. Click the BUY button and download it now. What you'll learn: -Introduction to python -Environment Setup -Basic Syntax -Variable Types -Basic Operators -Decision making -Loops -Numbers -Strings -Lists -Tuples -Dictionary -Date & Time -Functions -Modules -Files I/O -Exceptions Handling -Object Oriented Programming -CGI Programming -MySQL Database -Network Programming -SMPT -Multithreaded

Programming -XML Processing -GUI Programming ..
and more... Finally, you'll be guided through a hands-
on project that requires the application of all the
topics covered. Click the BUY button and download
the book now to start learning Python. Learn it fast
and learn it well. Tags: ------------ Python, Object-
oriented Python, Python course, Python book,
learning Python, Python language, Python
examples, Python tutorials, Python programming
language, Python coding, Python programming for
beginners, Python for Dummies
PYTHON 3 Reference Manual (Python Documentation
MANUAL Part 2). Python is an easy to learn object-
oriented programming language, which combines power
with clear syntax. It has modules, classes, exceptions,
very high level data types, and dynamic typing. Python is
free software. It can be used with GNU (GNU/Linux),
Unix, Microsoft Windows and many other systems. This
is a printed softcover copy of the official Python
documentation from the latest Python 3.0 distribution.
For each copy sold $1 will be donated to the Python
Software Foundation by the publisher. This book is part
of a brand new six-part series of Python documentation
books. Searching for "Python Documentation Manual"
will show all six available books. ABOUT THE AUTHOR:
Guido van Rossum, is the inventor of Python. Fred L.
Drake, Jr. is the official editor of the Python
documentation.
This book provides a quick introduction to the Python
programming language. Python is a popular object-

oriented language used for both stand-alone programs and scripting applications in a variety of domains. It's free, portable, powerful, and remarkably easy to use. Whether you're new to programming or a professional developer, this book's goal is to bring you up to speed on the core Python language in a hurry.
Implement different testing techniques using Selenium WebDriver with the Python programming language. This quick reference provides simple functional test cases with a syntax-based approach for Selenium WebDriver. You'll begin by reviewing the basics of Selenium WebDriver and its architectural design history and then move on to the configuration and installation of Selenium library for different web browsers, including the basic commands needed to start test scripts in various browsers. You'll review action commands of keyboard and mouse for testing user interactions in a web page and see how hyperlinks are tested. The book also examines various web elements using eight different locators provided by Selenium to help you choose the one best suited to your needs. All Python scripts are ready to test real examples, all of which are explained thoroughly with problem statements. You'll use different Python design patterns to automate test scripts that can be incorporated with Selenium. In the end, Python Testing with Selenium will provide you with the expertise to write your own test cases in future. What You'll Learn Install and configure Selenium WebDriver with Python for different web-browsers Review basic commands of Selenium Locate web elements Work with UI based web elements Assert web elements and handle exceptions

Write test scripts in Page Object Model Write test cases with Unittest framework Who This Book Is For Python developers/testers who want to test their web applications

Programming knowledge is often necessary for finding a solution to a biological problem. Based on the author's experience working for an agricultural biotechnology company, Python for Bioinformatics helps scientists solve their biological problems by helping them understand the basics of programming. Requiring no prior knowledge of programming-related concepts, the book focuses on the easy-to-use, yet powerful, Python computer language. The book begins with a very basic introduction that teaches the principles of programming. It then introduces the Biopython package, which can be useful in solving life science problems. The next section covers sophisticated tools for bioinformatics, including relational database management systems and XML. The last part illustrates applications with source code, such as sequence manipulation, filtering vector contamination, calculating DNA melting temperature, parsing a genbank file, inferring splicing sites, and more. The appendices provide a wealth of supplementary information, including instructions for installing Python and Biopython and a Python language and style guide. By incorporating examples in biology as well as code fragments throughout, the author places a special emphasis on practice, encouraging readers to experiment with the code. He shows how to use Python and the Biopython package for building web applications, genomic annotation, data manipulation, and countless other

applications.

This resource is written to follow the updated IGSCE® Computer Science syllabus 0478 with examination from June and November 2016. Cambridge IGCSE® and O Level Computer Science Programming Book for Python accompanies the Cambridge IGCSE and O Level Computer Science coursebook, and is suitable for students and teachers wishing to use Python in their studies. It introduces and develops practical skills to guide students in developing coding solutions to the tasks presented in the book. Starting from simple skills and progressing to more complex challenges, this book shows how to approach a coding problem using Structure Diagrams and Flow Charts, explains programming logic using pseudocode, develops Python programming skills and gives full solutions to the tasks set.

Written by the creators of MySQL and edited by one of the most highly respected MySQL authors, the MySQL Administrator's Guide and Language Reference is the official guide to installing MySQL, to setting up and administering MySQL databases, and to storing and retrieving data in these databases. This new edition combines into one book the MySQL Language Reference (on CD) with the practical information of the MySQL Administrator's Guide book.

This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring

meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

The Python Quick Syntax Reference is the "go to" book that contains an easy to read and use guide to Python programming and development. This condensed code and syntax reference presents the Python language in a well-organized format designed to be used time and again. You won't find jargon, bloated samples, case studies, or history of Hello World and computer theory in this handy reference. This Python syntax reference is packed with useful information and is a must-have for any Python developer.

An innovative reference reveals the many capabilites of the Python Standard Library, which is a compilation of commonly used procedures that can be pasted into a Python script, by providing over 300 real-world example scripts. Original.

(Intermediate/Advanced)
This book offers Python programmers one place to look when they needhelp remembering or deciphering the syntax of this open source languageand its many powerful but scantily documented modules. Thiscomprehensive reference guide makes it easy to look up the mostfrequently needed information--not just about the Python languageitself, but also the most frequently used parts of the standard libraryand the most important third-party extensions. Ask any Python aficionado and you'll hear that Python programmers haveit all: an elegant object-oriented language with readable andmaintainable syntax, that allows for easy integration with componentsin C, C++, Java, or C#, and an enormous collection of precoded standardlibrary and third-party extension modules. Moreover, Python is easy tolearn, yet powerful enough to take on the most ambitious programmingchallenges. But what Python programmers used to lack is a concise andclear reference resource, with the appropriate measure of guidance inhow best to use Python's great power. Python in aNutshell fills this need. Python in a Nutshell, Second Edition covers morethan the language itself; it also deals with the mostfrequently used parts of the standard library, and the most popular andimportant third party extensions. Revised and expanded forPython 2.5, this book now contains

the gory details of Python's newsubprocess module and breaking news about Microsoft's newIronPython project. Our "Nutshell" format fits Python perfectly bypresenting the highlights of the most important modules and functionsin its standard library, which cover over 90% of your practicalprogramming needs. This book includes: A fast-paced tutorial on the syntax of the Python language An explanation of object-oriented programming in Python Coverage of iterators, generators, exceptions, modules,packages, strings, and regular expressions A quick reference for Python's built-in types and functionsand key modules Reference material on important third-party extensions,such as Numeric and Tkinter Information about extending and embedding Python Python in a Nutshell provides a solid,no-nonsense quick reference to information that programmers rely on themost. This book will immediately earn its place in any Pythonprogrammer's library. Praise for the First Edition: "In a nutshell, Python in a Nutshell serves oneprimary goal: to act as an immediately accessible goal for the Pythonlanguage. True, you can get most of the same core information that ispresented within the covers of this volume online, but this willinvariably be broken into multiple files, and in all likelihood lackingthe examples or the exact syntax description necessary to trulyunderstand a command." --Richard Cobbett, Linux Format "O'Reilly has several good books, of which Python in

aNutshell by Alex Martelli is probably the best for giving yousome idea of what Python is about and how to do useful things with it." --Jerry Pournelle, Byte Magazine

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.

The kid-friendly way to learning coding with Python Calling all wanna-be coders! Experts point to Python as one of the best languages to start with when you're learning coding, and Python For Kids For Dummies makes it easier than ever. Packed with approachable, bite-sized projects that won't make you lose your cool, this fun and friendly guide teaches the basics of coding with Python in a language you can understand. In no time, you'll be installing Python tools, creating guessing games,

building a geek speak translator, making a trivia game, constructing a Minecraft chat client, and so much more. Whether you don't have the opportunity to take coding classes at school or in camp—or just simply prefer to learn on your own—Python For Kids For Dummies makes getting acquainted with this popular coding language fast and easy. It walks you step-by-step through basic coding projects and provides lots of hands-on tasks that give you a sweet sense of accomplishment when you complete them. What's not to love about that? Navigate the basics of coding with the Python language Create your own applications and games Find help from other Python users Expand your technology skills with Python If you're a pre-to-early-teen looking to add coding skills to your creativity toolbox, Python For Kids For Dummies is your sure-fire weapon for getting up and running with one of the hottest programming languages around.

Pro Python Data Analytics is designed to help you tackle the world of data acquisition and analysis using the power of the Python language. Author Greg Walters expertly shows the strength of the Python programming language when applied to processing, management and retrieving information. Inside, you will see how intuitive and flexible it is to discover and communicate meaningful patterns of data using Python scripts, reporting systems, and data export. You will use Python and other open

source tools to wrangle data and tease out interesting and important trends in that data that will allow you to predict future patterns. Whether you are dealing with sales data, investment data (stocks, bonds, etc.), medical data, web page usage, or any other type of data set, Python can be used to interpret, analyze, and glean information from a pile of numbers and statistics. This book attempts to take a look at how to go about obtaining, processing, storing, managing and analyzing data using the Python programming language. • Provides examples of storing and accessing data in a database. • Walks the reader through the process of report generation. • Provides real world examples.

Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++

or Fortran libraries.
The Python Quick Syntax ReferenceApress
This book provides a quick reference to the
language, including Python 3.5, 2.7 and highlights of
3.6. It covers a wide range of application areas,
including web and network programming, XML
handling, database interactions, and high-speed
numeric computing.
Presents a guide to the features and library modules
of the Python programming language.
ASP in a Nutshell provides the high-quality reference
documentation that web application developers
really need to create effective Active Server Pages.
It focuses on how features are used in a real
application and highlights little-known or
undocumented features.This book also includes an
overview of the interaction between the latest
release of Internet Information Server (version 5)
and ASP 3.0, with an introduction to the IIS object
model and the objects it comprises. The examples
shown in this section and throughout the book are
illustrated in VBScript.The main components of this
book are: Active Server Pages Introduction. Brief
overview of the ASP application paradigm with
examples in VBScript. Also included is an
introduction to Microsoft's Internet Information Server
5.0, the IIS object model, and the objects that it
comprises. Object Reference. Each object is
discussed in the following manner: descriptions,

properties, collections, methods, events, accessory files/required DLLs, and remarks, including real-world uses, tips and tricks, and author's experience (where applicable). The objects--Application, Response, Request, Server, Session, ObjectContext, and ASPError, as well as ASP Directives, Global.ASA, and Server-Side Includes--all follow this paradigm. Component Reference. This section follows the same paradigm found in Object Reference. The discussion covers all of the additional components included with IIS, such as ActiveX Data Objects, the Ad Rotator, the Browser capabilities component, the File System Object, and more. Appendixes. Gives examples in one or two objects and components using Perl, REXX, and Python in ASP. Like other books in the "In a Nutshell" series this book offers the facts, including critical background information, in a no-nonsense manner that users will refer to again and again. It is a detailed reference that enables even experienced web developers to advance their ASP applications to new levels.

This quick guide to regular expressions is a condensed code and syntax reference for an important programming technique. It demonstrates regex syntax in a well-organized format that can be used as a handy reference, showing you how to execute regexes in many languages, including JavaScript, Python, Java, and C#. The Regex Quick

Syntax Reference features short, focused code examples that show you how to use regular expressions to validate user input, split strings, parse input, and match patterns. Utilizing regular expressions to deal with search/replace and filtering data for backend coding is also covered. You won't find any bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise and highly accessible. The book is packed with useful information and is a must-have for any programmer. What You Will Learn Formulate an expression Work with arbitrary char classes, disjunctions, and operator precedence Execute regular expressions and visualize using finite state machines Deal with modifiers, including greedy and lazy loops Handle substring extraction from regex using Perl 6 capture groups, capture substrings, and reuse substrings Who This Book Is For If you have dealt with at least one programming language, chances are you know enough to understand regular expressions, and the examples in this book will help you develop proficiency.

Summary This third revision of Manning's popular The Quick Python Book offers a clear, crisp updated introduction to the elegant Python programming language and its famously easy-to-read syntax. Written for programmers new to Python, this latest edition includes new exercises throughout. It covers

features common to other languages concisely, while introducing Python's comprehensive standard functions library and unique features in detail. Foreword by Nicholas Tollervey, Python Software Foundation. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Initially Guido van Rossum's 1989 holiday project, Python has grown into an amazing computer language. It's a joy to learn and read, and powerful enough to handle everything from low-level system resources to advanced applications like deep learning. Elegantly simple and complete, it also boasts a massive ecosystem of libraries and frameworks. Python programmers are in high demand/mdash;you can't afford not to be fluent! About the Book The Quick Python Book, Third Edition is a comprehensive guide to the Python language by a Python authority, Naomi Ceder. With the personal touch of a skilled teacher, she beautifully balances details of the language with the insights and advice you need to handle any task. Extensive, relevant examples and learn-by-doing exercises help you master each important concept the first time through. Whether you're scraping websites or playing around with nested tuples, you'll appreciate this book's clarity, focus, and attention to detail. What's Inside Clear coverage of Python 3 Core libraries, packages, and tools In-depth exercises Five new data science-related chapters

About the Reader Written for readers familiar with programming concepts--no Python experience assumed. About the Author Naomi Ceder is chair of the Python Software Foundation. She has been learning, using, and teaching Python since 2001. Table of Contents PART 1 - STARTING OUT About Python Getting started The Quick Python overview PART 2 - THE ESSENTIALS The absolute basics Lists, tuples, and sets Strings Dictionaries Control flow Functions Modules and scoping rules Python programs Using the filesystem Reading and writing files Exceptions PART 3 - ADVANCED LANGUAGE FEATURES Classes and object-oriented programming Regular expressions Data types as objects Packages Using Python libraries PART 4 - WORKING WITH DATA Basic file wrangling Processing data files Data over the network Saving data Exploring data

?Learn how to use Python and its structures, how to install Python, and which tools are best suited for data analyst work. This book provides you with a handy reference and tutorial on topics ranging from basic Python concepts through to data mining, manipulating and importing datasets, and data analysis. Python for Data Mining Quick Syntax Reference covers each concept concisely, with many illustrative examples. You'll be introduced to several data mining packages, with examples of how to use each of them. The first part covers core

Python including objects, lists, functions, modules, and error handling. The second part covers Python's most important data mining packages: NumPy and SciPy for mathematical functions and random data generation, pandas for dataframe management and data import, Matplotlib for drawing charts, and scikitlearn for machine learning. What You'll Learn Install Python and choose a development environment Understand the basic concepts of object-oriented programming Import, open, and edit files Review the differences between Python 2.x and 3.x Who This Book Is For Programmers new to Python's data mining packages or with experience in other languages, who want a quick guide to Pythonic tools and techniques.

Created for developers of all skill levels to find the essentials of common operations combined with the fastest reference guide for writing code. This handy 6 page laminated guide is a concise desktop reference to key concepts behind Python logic, syntax, and operation. Expertly written to concisely cover the planning of a program written in Python, assigning your first variables, importing other libraries, formatting output strings, and creating classes. Beginning students or seasoned programmers will find this tool a perfect go-to for reference to those core concepts. This unbeatable value makes it easy to add this reference to your programmer's toolbox. 6 page laminated guide

includes: Working with Python Using Python Code Importing Modules Scope (Indentation) Naming Conventions Reserved Keywords Comments Writing Code Basics Making Variables Types Console Error Handling Saving & Loading Files Coding Structures Math Operators (int, float & complex) List Operations (list, tuple & dict) Strings Statements Functions Dictionaries Using Structures String Formatting String Methods Escape Sequences Bool Characters Writing Boolean Statements Recursion & Iteration Classes Coding Concepts Inheritance Generators Polymorphism Lambda Expressions

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