

Enciclopedia De Python

Laura De Miguel,Ainara López Maestresalas,Carlos López Molina

Monty Python Encyclopedia Robert Ross,1999 Tout ce que vous avez toujours voulu savoir sur l'histoire et les figures comiques mythiques des Monty Python (biographie de Chapman, Cleese, Gilliam, Idle, Jones et Palin ; détails des émissions de télévision, de radio).

El gran libro de Python Marco Buttu,2020-04-09 Python es un lenguaje de programación multiplataforma, consistente y maduro, en el cual confían con éxito las Empresas y organizaciones mundiales más prestigiosas: Google, la NASA, YouTube, Intel y Yahoo! Su éxito está vinculado tanto al hecho de que favorece la productividad, haciendo más sencillo el desarrollo de sistemas de software sin tener en cuenta su complejidad, como al hecho de que tiene múltiples entornos de uso: aplicaciones web, juegos y multimedia, interfaces gráficas, networking, aplicaciones científicas, inteligencia artificial y programación de sistemas, entre muchos otros. El gran libro de Python es el más completo, moderno y detallado de entre los volúmenes dedicados a Python que pueden encontrarse actualmente en el mercado. Actualizado a la versión 3.4 del lenguaje, lanzada en enero de 2014. Su composición es muy detallada y sigue un curso gradual elaborado en torno a una amplia serie de ejemplos y ejercicios: parte de las bases del lenguaje, sin dar nada por sabido, hasta llegar a los argumentos considerados más difíciles, incluso por los programadores más experimentados. Soporte al libro disponible online: [code.google.com/p/the\[phytonic\]way/](http://code.google.com/p/the[phytonic]way/) Aspectos destacados: - Introducción al lenguaje Python, a su sintaxis, a sus construcciones fundamentales y a la librería estándar. - Funciones y modos de emparejamiento de argumentos, generadores, corrutinas, archivos, comodines y expresiones regulares. - Módulos y paquetes, entornos y espacios de nombres, ambientes virtuales, instalación y distribución de aplicaciones. - Prueba de validación de cadenas de documentación y desarrollo guiado por pruebas. - Programación orientada a objetos en Python: clases, herencia, gestión de las excepciones, patrón y antipatrón, propiedades y decoradores. - Modelo a objetos de Python, atributos mágicos, descriptores y metaclasses. Marco Buttu: ingeniero electrónico. Tras haber trabajado en el campo del Network on Chip y de las nuevas arquitecturas para la elaboración paralela, aterrizó en el Istituto Nazionale di Astrofisica, en el cual se ocupa del desarrollo del software de control del Sardinia Radio Telescope, el radiotelescopio europeo más moderno y uno de los más grandes del mundo. En 2004 tuvo su primer encuentro con Python y desde entonces no ha podido separarse de él.

Britannica Enciclopedia Moderna Encyclopaedia Britannica, Inc,2011-06-01 The Britannica Enciclopedia Moderna covers all fields of knowledge, including arts, geography, philosophy, science, sports, and much more. Users will enjoy a quick reference of 24,000 entries and 2.5 million words. More than 4,800 images, graphs, and tables further enlighten students and clarify subject matter. The simple A-Z organization and clear descriptions will appeal to both Spanish speakers and students of Spanish.

Enciclopedia de Lingüística Hispánica Javier Gutiérrez-Rexach,2016-01-29 The Enciclopedia de Linguística Hispánica provides comprehensive coverage of the major and subsidiary fields of Spanish linguistics. Entries are extensively cross-referenced and arranged alphabetically within three main sections: Part 1 covers linguistic disciplines, approaches and methodologies. Part 2 brings together the grammar of Spanish, including subsections on phonology, morphology, syntax and semantics. Part 3 brings together the historical, social and geographical factors in the evolution of Spanish. Drawing on the expertise of a wide range of contributors from across the Spanish-speaking world the Enciclopedia de Linguística Hispánica is an indispensable reference for undergraduate and postgraduate students of Spanish, and for anyone with an academic or professional interest in the Spanish language/Spanish linguistics.

A Gentle Introduction to Python Laura De Miguel,Ainara López Maestresalas,Carlos López Molina,2020

Python 3 Mark Summerfield,2009-09-07 Python 3 es, hasta la fecha, la mejor versión de este lenguaje: es más potente, práctico, consistente y expresivo que cualquier versión anterior. Ahora, el destacado programador de Python, Mark Summerfield, nos demuestra cómo codificar aprovechando todas las características y estilos de esta nueva versión. En este libro se reúnen todos los conocimientos necesarios para escribir cualquier programa, utilizar cualquier biblioteca Python 3 estándar o de un tercero, y crear nuevos módulos de bibliotecas propias. Este manual trata áreas tan interesantes como la creación de paquetes y módulos a medida, la escritura y lectura de archivos binarios, de texto y XML, la creación de aplicaciones GUI útiles y eficientes o técnicas de programación avanzada, como generadores, decoradores de clase y función, administradores de contexto, etc.

Python Para Todos ,2020-04-03 Python para Todos está diseñado para introducir a los estudiantes en la programación y el desarrollo de software a través de un enfoque en la exploración de datos. Puedes pensar en Python como una herramienta para resolver problemas que están más allá de las capacidades de una simple hoja de cálculo. Python es un lenguaje de programación fácil de usar y sencillo de aprender, disponible de forma gratuita para equipos Macintosh, Windows, o Linux. Una vez que aprendes Python, puedes utilizarlo el resto de tu carrera sin necesidad de comprar ningún software. Existen copias electrónicas gratuitas de este libro en varios formatos, así como material de soporte para el libro, que puedes encontrar en es.py4e.com. Los materiales del curso están disponibles bajo una Licencia Creative Commons, de modo que puedes adaptarlos para enseñar tu propio curso de Python.

Programación de Inteligencia Artificial. Curso Práctico Carlos Mario Ramírez Gil,2023-05-26 La inteligencia artificial se centra en la creación de sistemas capaces de ejecutar tareas que requieran algún tipo de inteligencia humana. Entrar en este campo sin conocimientos previos puede parecer muy complejo, pero con esta obra estamos convencidos que cualquier lector puede lograrlo sin demasiado esfuerzo. El objetivo de este libro es hacer que la IA sea accesible y fácil de entender para personas con poca o ninguna experiencia en programación. De forma progresiva los lectores obtendrán el conocimiento que necesitan sobre cómo crear sistemas capaces de ejecutar tareas que requieren alguna forma de inteligencia similar a la humana, siempre acompañado de ejercicios prácticos para facilitar el aprendizaje. A través de ejemplos se comienza introduciendo al lector en la programación con Python, así como los conceptos claves en inteligencia artificial y se avanza de forma gradual hacia temas más complejos como el aprendizaje profundo y el aprendizaje automático, acompañando siempre la parte teórica con ejemplos prácticos que facilitarán la asimilación. Para finalizar, se abordan conceptos básicos de inteligencia artificial, como la clasificación y la regresión para continuar con implementaciones de inteligencia artificial, lo que permitirá a los lectores generar sus propios algoritmos de inteligencia artificial para el aprendizaje por refuerzo, los chatbots, la detección de rostros y reconocimiento facial, el procesamiento del habla y el lenguaje natural y el análisis de datos. Los contenidos están adaptados al Curso de

Especialización de Ciberseguridad en Entornos de las Tecnologías de la Información. El libro contiene material adicional que podrá descargar accediendo a la ficha del libro en www.ra-ma.es

La gran enciclopedia de los animales - Volumi singoli, 2012-06 La gran enciclopedia de los animales es un e-book de 320 páginas con más de 500 imágenes que ilustran todas las especies, incluyendo aquellas más extrañas, su habitat, su reproducción, su anatomía y su dieta. La enciclopedia recoge más de 1000 animales, desde el elefante a la microscópica pulga de agua, todos ellos agrupados según su taxonomía y su nombre científico, además, seis fichas al inicio del e-book muestran con claridad la clasificación sistemática del mundo animal. El mundo animal es increíblemente curioso, ¿sabéis que una lombriz puede alcanzar los 3 metros de longitud y que existe un escarabajo volador que mide 20 centímetros?, pues con más de 200 cuadros explicativos, la enciclopedia revela curiosidades de las especies, su etología y cuales son los animales que ostentarían los records “Guinness”. Con esta gran enciclopedia en imágenes se podrán descubrir la variedad y la belleza de los animales, desde aquellos más comunes a los más extraños, conocer sus principales características y comprender sus hábitos y comportamientos.

Python Paso a paso Ángel Pablo Hinojosa Gutiérrez, En los últimos años, el lenguaje de programación Python aparece siempre en los primeros puestos de todos los rankings de popularidad, siendo uno de los más usados. Python es un lenguaje multiplataforma cómodo, flexible, potente y fácilmente extensible, ideal tanto para programar pequeñas soluciones como para acometer grandes proyectos informáticos. Estas características han hecho que se emplee tanto en informática doméstica como en ambientes científicos o entornos empresariales. Además, su clara orientación a la limpieza del código y la legibilidad hacen de Python una de las mejores opciones (probablemente la mejor) para aquellos que buscan comenzar su aprendizaje en la programación: al contrario que otros lenguajes de programación más difíciles de comprender, Python es agradable de leer y aprender. En este libro se explica cómo programar usando el lenguaje Python paso a paso y desde cero. En su redacción se ha puesto especial atención en la sencillez y la facilidad de comprensión, usando ejemplos prácticos y funcionales y buscando una curva de aprendizaje lo más suave posible, sin asumir que el lector tiene conocimientos de programación previos. De forma gradual y sencilla, se muestran todos los aspectos de la programación en Python, desde la instalación del propio intérprete o las estructuras y elementos del lenguaje, hasta el acceso a ficheros, el uso y programación de funciones y bibliotecas, la programación orientada a objetos o la construcción de interfaces gráficos.

Enciclopedia moderna, 35 ,1864 Tít. en antep.: Complemento a la enciclopedia moderna

Enciclopedia moderna: (1864. 1079 p.) Francisco de Paula Mellado,1864

Python for Everyone Cay S. Horstmann,Rance D. Necaise,Cay Horstmann,2019-08-20 Introduction -- Programming with numbers and strings -- Decsions -- Loops -- Functions -- Lists -- Files and exceptions -- Sets and dictionaries -- Objects and classes -- Inheritance -- Recursion -- Sorting and searching.

Enciclopedia universal ilustrada europeo-americana ,1921

Enciclopedia moderna Francisco de Paula Mellado,1851

Polyglotpython: Jimmy L. De Mello,2023-12-17 Welcome to Python Mastery: From Basics to Advanced Applications, a transformative course designed to guide you through the exciting world of Python programming. Whether you re a beginner eager to delve into the world of coding or an experienced developer aiming to enhance your skills, this course is tailored to meet your needs. Why Python? Python has emerged as one of the most versatile and widely-used programming languages, celebrated for its simplicity, readability, and extensive applications. From web development and data analysis to artificial intelligence and automation, Python powers a multitude of industries and technological advancements. This course will equip you with the knowledge and skills to harness the full potential of Python, enabling you to build robust and scalable applications.

The Hacker's Guide to Scaling Python Julien Danjou, Python is a wonderful programming language that allows writing applications quickly. But how do you make those applications scale for thousands of users and requests? It takes years of practice, research, trial and errors to build experience and knowledge along the way. Simple questions such as How do I make my code faster? or How do I make sure there is no bottleneck? cost hours to find good answers. Without enough background on the topic, you'll never be sure that any answer you'll come up with will be correct. The Hacker's Guide to Scaling Python will help you solve that by providing guidelines, tips and best practice. Adding a few interviews of experts on the subject, you will learn how you can distribute your Python application so it is able to process thousands of requests.

Criptografía sin secretos con Python Brihuela David Arboledas,2017-03-01 La criptografía se ha definido tradicionalmente como el arte o la ciencia que se ocupa de alterar los textos escritos con el fin de hacerlos ininteligibles a receptores no autorizados. El único objetivo de la criptografía es conseguir la confidencialidad de los mensajes. La historia de la criptografía es larga y abunda en anécdotas. El libro recorre los hitos criptográficos más importantes desde el Antiguo Egipto hasta la Segunda Guerra Mundial. Tras la conclusión de esta, el rápido desarrollo teórico y los avances en computación supusieron una amenaza para los sistemas clásicos de cifrado. A mediados de los años 70, se empezó a gestar lo que sería la última revolución de la criptografía: los sistemas asimétricos. Esta obra, sin embargo, no se centra ni en la historia, ni en la teoría de la criptografía, sino en cómo programar los ordenadores para imitar el funcionamiento de las cifras clásicas y cómo pueden romperse. Dirigida a principiantes que nunca han programado, te mostrará las técnicas básicas de programación a través de la criptografía mediante el uso de Python, un lenguaje interpretado ideal para programadores por su facilidad y potencia. Podrás participar en el reto de resolver un algoritmo de cifrado diseñado específicamente para los lectores de la obra y así conseguir 1 año de suscripción gratuita a toda la colección digital de Ra-Ma.

Python for Probability, Statistics, and Machine Learning José Unpingco,2019-06-29 This book, fully updated for Python version 3.6+, covers the key ideas that link probability, statistics, and machine learning illustrated using Python modules in these areas. All the figures and numerical results are reproducible using the Python codes provided. The author develops key intuitions in machine learning by working meaningful examples using multiple analytical methods and Python codes, thereby connecting theoretical concepts to concrete implementations. Detailed proofs for certain important results are also provided. Modern Python modules like Pandas, Sympy, Scikit-learn, Tensorflow, and Keras are applied to simulate and visualize important machine learning concepts like the bias/variance trade-off, cross-

validation, and regularization. Many abstract mathematical ideas, such as convergence in probability theory, are developed and illustrated with numerical examples. This updated edition now includes the Fisher Exact Test and the Mann-Whitney-Wilcoxon Test. A new section on survival analysis has been included as well as substantial development of Generalized Linear Models. The new deep learning section for image processing includes an in-depth discussion of gradient descent methods that underpin all deep learning algorithms. As with the prior edition, there are new and updated *Programming Tips* that illustrate effective Python modules and methods for scientific programming and machine learning. There are 445 run-able code blocks with corresponding outputs that have been tested for accuracy. Over 158 graphical visualizations (almost all generated using Python) illustrate the concepts that are developed both in code and in mathematics. We also discuss and use key Python modules such as Numpy, Scikit-learn, Sympy, Scipy, Lifelines, CvxPy, Theano, Matplotlib, Pandas, Tensorflow, Statsmodels, and Keras. This book is suitable for anyone with an undergraduate-level exposure to probability, statistics, or machine learning and with rudimentary knowledge of Python programming.

Introducing Python Bill Lubanovic,2019-11-06 Easy to understand and fun to read, this updated edition of *Introducing Python* is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you’ve learned. You’ll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

Immerse yourself in heartwarming tales of love and emotion with is touching creation, Experience Loveis Journey in **Enciclopedia De Python** . This emotionally charged ebook, available for download in a PDF format (PDF Size: *), is a celebration of love in all its forms. Download now and let the warmth of these stories envelop your heart.

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