

# Python

Anthony Briggs

*Effective Python* Brett Slatkin, 2020

**The Python Book** Rob Mastrodomenico, 2022-01-13 The Python Book Discover the power of one of the fastest growing programming languages in the world with this insightful new resource The Python Book delivers an essential introductory guide to learning Python for anyone who works with data but does not have experience in programming. The author, an experienced data scientist and Python programmer, shows readers how to use Python for data analysis, exploration, cleaning, and wrangling. Readers will learn what in the Python language is important for data analysis, and why. The Python Book offers readers a thorough and comprehensive introduction to Python that is both simple enough to be ideal for a novice programmer, yet robust to be useful for those more experienced in the language. The book assists budding programmers to gradually increase their skills as they move through the book, always with an understanding of what they are covering and why it is useful. Used by major companies like Google, Facebook, Instagram, Spotify, and more, Python promises to remain central to the programming landscape for years to come. Containing a thorough discussion of Python programming topics like variables, equalities and comparisons, tuple and dictionary data types, while and for loops, and if statements, readers will also learn: How to use highly useful Python programming libraries, including Pandas and Matplotlib How to write Python functions and classes How to write and use Python scripts To deal with different data types within Python Perfect for statisticians, computer scientists, software programmers, and practitioners working in private industry and medicine, The Python Book will also be of interest to students in any of the aforementioned fields. As it assumes no programming experience or knowledge, the book is ideal for those who work with data and want to learn to use Python to enhance their work.

Python Crash Course Eric Matthes, 2015-11-01 Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handful libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

*Learning Scientific Programming with Python* Christian Hill, 2020-09-30 Learn to master basic programming tasks from scratch with real-life, scientifically relevant examples and solutions drawn from both science and engineering. Students and researchers at all levels are increasingly turning to the powerful Python programming language as an alternative to commercial packages and this fast-paced introduction moves from the basics to advanced concepts in one complete volume, enabling readers to gain proficiency quickly. Beginning with general programming concepts such as loops and functions within the core Python 3 language, and moving on to the NumPy, SciPy and Matplotlib libraries for numerical programming and data visualization, this textbook also discusses the use of Jupyter Notebooks to build rich-media, shareable documents for scientific analysis. The second edition features a new chapter on data analysis with the pandas library and comprehensive updates, and new exercises and examples. A final chapter introduces more advanced topics such as floating-point precision and algorithm stability, and extensive online resources support further study. This textbook represents a targeted package for students requiring a solid foundation in Python programming.

*Automate the Boring Stuff with Python* Albert Sweigart, 2020

Classic Computer Science Problems in Java David Kopec, 2020-12-21 Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your new problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book Classic Computer Science Problems in Java is a master class in computer programming designed around 55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

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**Python for Kids, 2nd Edition** Jason R. Briggs,2022-11-15 The second edition of the best-selling Python for Kids—which brings you (and your parents) into the world of programming—has been completely updated to use the latest version of Python, along with tons of new projects! Python is a powerful programming language that’s easy to learn and fun to use! But books about programming in Python can be dull and that’s no fun for anyone. Python for Kids brings kids (and their parents) into the wonderful world of programming. Jason R. Briggs guides you through the basics, experimenting with unique (and hilarious) example programs featuring ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored and explained; puzzles stretch the brain and strengthen understanding; and full-color illustrations keep you engaged throughout. By the end of the book, you’ll have programmed two games: a clone of the famous Pong, and “Mr. Stick Man Races for the Exit”—a platform game with jumps and animation. This second edition is revised and updated to reflect Python 3 programming practices. There are new puzzles to inspire you and two new appendices to guide you through Python’s built-in modules and troubleshooting your code. As you strike out on your programming adventure, you’ll learn how to: Use fundamental data structures like lists, tuples, and dictionaries Organize and reuse your code with functions and modules Use control structures like loops and conditional statements Draw shapes and patterns with Python’s turtle module Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. Covers Python 3.x which runs on Windows, macOS, Linux, even Raspberry Pi

Python Programming in Context Bradley N. Miller,David L. Ranum,Julie Anderson,2019-10-01 Python Programming in Context, Third Edition provides a comprehensive and accessible introduction to Python fundamentals. Updated with the latest version of Python, the new Third Edition offers a thorough overview of multiple applied areas, including image processing, cryptography, astronomy, the Internet, and bioinformatics. Taking an active learning approach, each chapter starts with a comprehensive real-world project that teaches core design techniques and Python programming while engaging students. An ideal first language for learners entering the rapidly expanding field of computer science, Python gives students a solid platform of key problem-solving skills that translate easily across programming languages.

*Clean Code in Python* Mariano Anaya,2018-08-29 Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply microservices to your legacy systems by implementing practical techniques Book Description Python is currently used in many different areas such as software construction, systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one, starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object-oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed.

**Python Packages** Tomas Beuzen,Tiffany Timbers,2022-04-20 Python Packages introduces Python packaging at an introductory and practical level that’s suitable for those with no previous packaging experience. Despite this, the text builds up to advanced topics such as automated testing, creating documentation, versioning and updating a package, and implementing continuous integration and deployment. Covering the entire Python packaging life cycle, this essential guide takes readers from package creation all the way to effective maintenance and updating. Python Packages focuses on the use of current and best-practice packaging tools and services like poetry, cookiecutter, pytest, sphinx, GitHub, and GitHub Actions. Features: The book’s source code is available online as a GitHub repository where it is collaborated on, automatically tested, and built in real time as changes are made; demonstrating the use of good reproducible and clear project workflows. Covers not just the process of creating a package, but also how to document it, test it, publish it to the Python Package Index (PyPI), and how to properly version and update it. All concepts in the book are demonstrated using examples. Readers can follow along, creating their own Python packages using the reproducible code provided in the text. Focuses on a modern approach to Python packaging with emphasis on automating and streamlining the packaging process using new and emerging tools such as poetry and GitHub Actions.

*Core Python Programming* Wesley Chun,2001 Experts and novices alike will be able to find information about every command they'll need to use Linux. This complete, practical desk reference is organized by function, with a road map-style alphabetical reference for quick access of information about all aspects of running and administering the program. The CD-ROM contains Windows and Linux Python distributions plus extensive cross-platform source code from the book.

*Hello! Python* Anthony Briggs,2012-02-12 Summary Hello! Python fully covers the building blocks of Python programming and gives you a gentle introduction to more advanced topics such as object-oriented programming, functional programming, network programming, and program design. New (or nearly new) programmers will learn most of what they need to know to start using Python immediately. About this Book Programmers love Python because it's fast and efficient. Shouldn't learning Python be just the same? Hello! Python starts quickly and simply, with a line of Python code. You'll learn the basics the right way--by writing your own programs. Along the way, you'll

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*Introduction to Computation and Programming Using Python, second edition* John V. Guttag, 2016-08-12 The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

**Learning Python** Mark Lutz, 2007-10-22 Portable, powerful, and a breeze to use, Python is ideal for both standalone programs and scripting applications. With this hands-on book, you can master the fundamentals of the core Python language quickly and efficiently, whether you're new to programming or just new to Python. Once you finish, you will know enough about the language to use it in any application domain you choose. Learning Python is based on material from author Mark Lutz's popular training courses, which he's taught over the past decade. Each chapter is a self-contained lesson that helps you thoroughly understand a key component of Python before you continue. Along with plenty of annotated examples, illustrations, and chapter summaries, every chapter also contains Brain Builder, a unique section with practical exercises and review quizzes that let you practice new skills and test your understanding as you go. This book covers: Types and Operations -- Python's major built-in object types in depth: numbers, lists, dictionaries, and more Statements and Syntax -- the code you type to create and process objects in Python, along with Python's general syntax model Functions -- Python's basic procedural tool for structuring and reusing code Modules -- packages of statements, functions, and other tools organized into larger components Classes and OOP -- Python's optional object-oriented programming tool for structuring code for customization and reuse Exceptions and Tools -- exception handling model and statements, plus a look at development tools for writing larger programs Learning Python gives you a deep and complete understanding of the language that will help you comprehend any application-level examples of Python that you later encounter. If you're ready to discover what Google and YouTube see in Python, this book is the best way to get started.

**Python Data Science Handbook** Jake VanderPlas, 2016-11-21 For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all-IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Learning Python Mark Lutz, 2013-06-12 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

**Python for Software Design** Allen Downey, 2009-03-09 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.

**The Quick Python Book** Vernon L. Ceder, Naomi R. Ceder, 2010 Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and mangement of large collections of code.

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