Beginning Python From Novice To Professional 2nd Edition The Experts Voice In Open Source Books For Professionals By Professionals

Bioinformatics Programming in PythonBeginning Python Games Development, Second EditionBeginning PythonBeginning Ada ProgrammingPython for BiologistsBeginning PythonBeginning RustPython: Journey from Novice to ExpertLearn Python in One Day and Learn It WellBeginning Game Development with Python and PygameFluent PythonPython ProgrammingAutomate the Boring Stuff with PythonBeginning PythonPython AlgorithmsCambridge Learner's Dictionary with CD-ROMThe Hitchhiker's Guide to PythonLearning PythonC++ and Python ProgrammingBeginning Python from novice to professionalLearn Python 3 the Hard WayBeginning C++17Python 3 for Absolute BeginnersBeginning Ring ProgrammingPython ProgrammingPython Programming for BeginnersInvent Your Own Computer Games with Python, 4th EditionBeginning PythonBeginning PythonBeginning Perl ProgrammingPython Programming For BeginnersLearning PythonBeginning Programming with Python For DummiesPython Programming for the Absolute Beginner 3eLearn to Program with Python 3Python CookbookBeginning RubyPython Crash CoursePractical PythonPython For Beginners

Bioinformatics Programming in Python

Programming Doesn't Have To Be Difficult. If You Want To Get Started With Python Programming, Read On.. How many times have you thought about learning how to code but got discouraged because you had no technical background, didn't have the time to learn, or you just didn't think you were smart enough? Would you like to learn the basics of python programming even if you are a complete novice? If so, this book can help you. Technology Entrepreneur, James Tudor, provides a concise, step-by-step guide to Python programming for beginners. A lot of examples, illustrations, end of chapter summary and practice exercises (with solutions) are provided to help the reader learn faster, remember longer and develop a thorough understanding of key concepts. In This Book, you'll discover: A concise. Simple. Newby friendly style of teaching that lends itself well to beginners Chapters that have been sliced into bite-size chunks to give you the information you need (at that point in time) so you're not overwhelmed. Lots of simple, step-by-step examples and illustrations are used to emphasis key conceptsand help improve your understanding Each practice exercise builds on concepts discussed in previous chapters so your learning is reinforced as you progress. Topics are carefully selected to give you a broad exposure to Python, while not overwhelming you with too much (potentially unnecessary) information. An end of chapter summary is presented to give you key take aways that help you solidify your understanding Some of the topics covered include: How to get started - what you need and where to get it (Chapter 1) How a computer functions and what a computer program is (Chapter 2) Simple data types that are available to you and how to manipulate them (Chapter 3) and much, much more! Please be aware, this book is only an extended preview of the paid version Python For Beginners: Learn Python In 5 Days With Step-by-Step Guidance And Hands-On Exercises. The

intention with this free version is to give you the opportunity to see the authors teaching style and the quality of the material covered. Should you wish to upgrade to the paid version, five more in-depth chapters on conditions and loops, functions and modules etc are covered. In addition, a solution booklet (for the chapter exercises) is provided.

Beginning Python Games Development, Second Edition

There are many more people who want to study programming other than aspiring computer scientists with a passing grade in advanced calculus. This guide appeals to your intelligence and ability to solve practical problems, while gently teaching the most recent revision of the programming language Python. You can learn solid software design skills and accomplish practical programming tasks, like extending applications and automating everyday processes, even if you have no programming experience at all. Authors Tim Hall and J–P Stacey use everyday language to decode programming jargon and teach Python 3 to the absolute beginner.

Beginning Python

Get started with Perl 5 and learn the important core concepts of Perl programming, such as variables, flow control, expressions, and I/O. Additionally, this book covers pattern matching and shows that Perl is extremely flexible and powerful, and that it isn’t afraid of the cloud. After reading and using this book, you'll be able to start writing your own powerful scripts to solve many web and programming problems. This is a book for those of us who believed that we didn’t need to learn Perl, and now we know it is more ubiquitous than ever. You’ll see that Perl has evolved into a multipurpose, multiplatform language present absolutely everywhere: heavy-duty web applications, the cloud, systems administration, natural language processing, and financial engineering. This book provides valuable insight into Perl’s role regarding all of these tasks and more giving you a great start in your Perl programming adventure. What You Will Learn Perform operations on scalar values Use scalar, array, and associative array variables Work with flow control statements such as if, unless, while, until, for, and foreach Read and write directly to files with file handles Use conditional expressions such as numeric and string comparison, regular expressions, file testing, and Perl statements Format output with format statements Search for and replace sub-strings within a string using regular expressions Master Perl utilities such as split, join, index and more Control the file system and processes from within a Perl script Build functions for tasks including handling the scope of variables Import existing modules into your Perl script Who This Book Is For Those who are new to Perl.

Beginning Ada Programming

The author focuses on mainstream, useful and usable instruction in a popular, open source scripting language.

Python for Biologists

Learn to program with Rust in an easy, step-by-step manner on Unix, Linux shell, macOS and the Windows command line. As you read this book, you'll build on the knowledge you gained in previous chapters and see what Rust has to offer. Beginning Rust starts with the basics of Rust, including how to name objects, control execution flow, and handle primitive types. You'll see how to do arithmetic, allocate memory, use iterators, and handle input/output. Once you have mastered these core skills, you'll work on handling errors and using the object-oriented features of Rust to build robust Rust applications in no time. Only a basic knowledge of programming is required, preferably in C or C++. To understand this book, it's enough to know what integers and floating-point numbers are, and to distinguish identifiers from string literals. After reading this book, you'll be ready to build Rust applications. What You'll Learn Get started programming with Rust Understand heterogeneous data structures and data sequences Define functions, generic functions, structs, and more Work with closures, changeable strings, ranges and slices Use traits and learn about lifetimes Who This Book Is For Those who are new to Rust and who have at least some prior experience with programming in general: some C/C++ is recommended particularly.

Beginning Python

★★BONUS★★: Buy a paperback copy of this book today and the Kindle version will be available to you Absolutely FREE (Only For Amazon US Customers). If You Want To Learn Python Programming In As Little As 5 Days - Even If You Have No Technical Skills Whatsoever, Read On How many times have you thought about learning how to code but got discouraged because you had no technical background, didn't have the time to learn, or you just didn't think you were smart enough? Well, we have good news for you. You Don't Need An Expensive Computer Science Degree, A 500 Page Textbook or A Genius Mind To Learn The Basics Of Python Programming! Amazon bestselling author, James Tudor, provides a concise, step-by-step guide to Python programming for beginners. A lot of examples, illustrations, end of chapter summary and practice exercises (with solutions) are provided to help the reader learn faster, remember longer and develop a thorough understanding of key concepts. In This Book, you'll discover: A concise. Simple. Newby friendly style of teaching that lends itself well to beginners Chapters that have been sliced into bite-size chunks to give you the information you need (at that point in time) so you're not overwhelmed. Lots of simple, step-by-step examples and illustrations are used to emphasis key concepts and help improve your understanding Each practice exercise builds on concepts discussed in previous chapters so your learning is reinforced as you progress. Topics are carefully selected to give you a broad exposure to Python, while not overwhelming you with too much (potentially unnecessary) information. An end of chapter summary is presented to give you key take aways that help you solidify your understanding PLUS, BONUS MATERIALS: The first few pages of this book will show you how to download an answer booklet that summarizes all the solution to the practice exercises presented in this book. You no longer have to waste your time and money trying to learn Python from expensive online courses, college degrees or unnecessarily long textbooks that leave you thousands of dollars in debt, more confused and frustrated. If you're ready to learn the basics of python programming 5 days from TODAY, grab a copy of this book today! Scroll to the top of the page and click the "BUY NOW" button!

Beginning Rust

Beginning Python: Using Python 2.6 and Python 3.1 introduces this open source, portable, interpreted, object-oriented programming language that combines remarkable power with clear syntax. This book enables you to quickly create robust, reliable, and reusable Python applications by teaching the basics so you can quickly develop Web and scientific applications, incorporate databases, and master systems tasks on various operating systems, including Linux, MAC OS, and Windows. You'll get a comprehensive tutorial that guides you from writing simple, basic Python scripts all the way through complex concepts, and also features a reference of the standard modules with examples illustrating how to implement features in the various modules. Plus, the book covers using Python in specific program development domains, such as XML, databases, scientific applications, network programming, and Web development. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Python: Journey from Novice to Expert

* Totaling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress' well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He's also author of the popular online guide, Instant Python Hacking (http://www.hetland.org), from which both Practical Python and Beginning Python are based.

Learn Python in One Day and Learn It Well

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers

new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

Beginning Game Development with Python and Pygame

Teaches readers the basics of Python programming through simple game creation and describes how the skills learned can be used for more practical Python programming applications and real-world scenarios.

Fluent Python

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.

Python Programming

Congrats On Wanting To Learn Python Programming! In this book you will learn: How to go from a beginner to a pro python programmer What is python programming? Why you should learn python programming? The applications of python programming Why python programming is popular and will remain popular Much more Here is a sneak peek: If you are wishing to learn programming and you want to be an expert by learning the basics and develop a better understanding then you must read this book. This book is perfect for those people who want to self-teach without enrolling themselves in a class for learning what programming is. The book has got a flexible script which makes it easier for the person to understand the basics. A programmer can start from scratch and become a pro with time with the help of this book. Those who want to get a good grip of what programming language is should get the Python books. Even a beginner can get a good grip of the fundamentals of programming with this book as it covers all the aspects of the language in depth. All areas that are essential for a beginner to learn have been explained. Those who know programming can also be benefited from this book as they can polish their skills and revise the concepts. A beginner would need to go through all the content but if you are an experienced programmer, you can also skip the sections that you already know. Take action now and get this book for only $0.99!

Automate the Boring Stuff with Python

This first introductory book designed to train novice programmers is based on a student course taught by the author, and has been optimized for biology students without previous experience in programming. By interspersing theory chapters with numerous small and large programming exercises, the author quickly shows

readers how to do their own programming, and throughout uses anecdotes and real-life examples from the biosciences to 'spice up' the text. This practical book thus teaches essential programming skills for life scientists who want -- or need -- to write their own bioinformatics software tools.

Beginning Python

Ideal for PET and FCE preparation Packed full of useful study extras, the Cambridge Learner's Dictionary helps you on your way to becoming a confident, natural English speaker. With clear definitions, written especially for intermediate level students, and thousands of examples that put the language into context, this dictionary is an invaluable companion, whether you are learning English for work or pleasure, or preparing for an exam. The best bits of the dictionary * NEW! Improved and expanded study pages include the innovative 'Talk' section, focussing on conversation, and how people really speak in day-to-day situations. * NEW! Word Partner boxes show how words are used together, helping you develop natural sounding English. * NEW! Special 'new words' section focuses on the latest words to enter the English language, ensuring that the language you learn is always up to date. * NEW! Thesaurus boxes make your English sound more natural by providing alternatives to over-used words, helping you to widen your vocabulary. * Learner Error notes taken from the Cambridge Learner Corpus - based on real student errors from Cambridge ESOL papers - help you to avoid typical mistakes. The Cambridge Learner's Dictionary CD-ROM includes the whole dictionary in a handy searchable format and much more, too! You can listen to every word in British and American English - and even record yourself for comparison. The best bits of the CD-ROM * UNIQUE! SMART thesaurus helps build vocabulary and allows you to create topic-related word lists at the click of a button. * QUICKfind, a mini pop-up version of the dictionary, lets you look up words as you work with no effort. * Hundreds of interactive vocabulary practice exercises - to use on-screen, or print out for classroom use - help you to monitor your progress.

Python Algorithms

Gain a fundamental understanding of Python's syntax and features with the second edition of Beginning Python, an up–to–date introduction and practical reference. Covering a wide array of Python–related programming topics, including addressing language internals, database integration, network programming, and web services, you'll be guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time. Updated to reflect the latest in Python programming paradigms and several of the most crucial features found in Python 3.0 (otherwise known as Python 3000), advanced topics, such as extending Python and packaging/distributing Python applications, are also covered.

Cambridge Learner's Dictionary with CD-ROM

Gain a gentle introduction to the world of Ring programming with clarity as a first concern using a lot of practical examples. The first part lays the foundations of the language and its basic features (data types, control structures, functions, and classes). The unique way to rigorously structure Ring programs is also explained.

Then, in the second part you'll discover Ring inputs, outputs, and what is in between. You'll use the basic constructs of computer logic (sequence, selection, and iteration) to build simple and complex logic flows. You'll go over the common mistakes that lead to code complexity, by example, and cover several strategies to solve them (refactoring, code cleansing, and good variable naming). Then, you'll see a visual illustration of how Ring deals with scopes at the local, object, and global levels. In part three, you'll play with two artifacts vital to Ring programming: functions and objects. You'll learn how they can be composed to solve a problem and how advanced programming paradigms, such as declarative and natural, are beautifully implemented on top of them. As part of the discussion, you'll also work on game programming. You'll learn how you design your game declaratively, in Ring code, just as if you were designing it in visual software. Finally, the author lays out how programming can be understood in a gamified context. You will be told the truth about how gaming can be a better metaphor to achieve mastery of Ring programming. This book is for those who are passionate about writing beautiful, expressive, and learnable code. It has been designed so you can enjoy a beginner-friendly set of knowledge about Ring, and benefit from a one-stop collection of lessons learned from real-world, customer-facing programming projects. What You Will Learn Get started with Ring and master its data types, I/O, functions, and classes Carry out structural, object-oriented, functional, declarative, natural, and meta programming in Ring Use the full power of Ring to refactor program code and develop clean program architectures Quickly design professional-grade video games on top of the Ring game engine Who This Book Is For Beginners looking for a consistent and hackable programming environment with a strong flavor of learnability and expressiveness.

The Hitchhiker's Guide to Python

This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Learning Python

Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself.

C++ and Python Programming

Beginning Python from novice to professional

Discover the Ada programming language by being gently guided through the various parts of the language and its latest available stable release. The goal in this book is to slowly ease you into the different topics. It is understood that you do not always have ample free time, so the text is easy to digest and concepts are spoon fed to the reader. Starting with the simplest of topics, detailed explanations demonstrate the how and why of Ada. You are strongly encouraged to experiment and break things (without which the learning process is linear and quite dull). At the end of Beginning Ada Programming, you will have an excellent understanding of the general topics that make up the Ada programming language and can tackle far more challenging topics. Each chapter builds on what was previously described. Furthermore, each code example is independent of others and will run all by itself. Instructions are provided where you can obtain an Ada compiler and how to debug your code. What You Will Learn Master basic types, control structures, procedures, and functions in Ada Use Ada arrays, records, and access types Implement OO programming using Ada Handle the basics of I/O and interfacing with the operating system Take advantage of string operators, data containers, multiprocessing with tasks, and more Work with contracts and proofs, networks, and various Ada libraries Who This Book Is For Programmers who are new to Ada, with at least some experience in programming, especially scientific programming.

Learn Python 3 the Hard Way

If you’ve ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In Automate the Boring Stuff with Python, you’ll learn how to use Python to write programs that do in minutes what would take you hours to do by hand—no prior programming experience required. Once you’ve mastered the basics of programming, you’ll create Python programs that effortlessly perform useful and impressive feats of automation to: –Search for text in a file or across multiple files –Create, update, move, and rename files and folders –Search the Web and download online content –Update and format data in Excel spreadsheets of any size –Split, merge, watermark, and encrypt PDFs –Send reminder emails and text notifications –Fill out online forms Step-by-step instructions walk you through each program, and practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don’t spend your time doing work a well-trained monkey could do. Even if you’ve never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python. Note: The programs in this book are written to run on Python 3.

Beginning C++17

Master Python Programming with a unique Hands-On Project 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 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. 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. Click the "Add to Cart" button to buy it now. What you'll learn: What is Python? What software you need to code and run Python programs? What are variables? What mathematical operators are there in Python? What are the common data types in Python? What are Lists and Tuples? How to format strings How to accept user inputs and display outputs How to make decisions with If statements How to control the flow of program with loops How to handle errors and exceptions What are functions and modules? How to define your own functions and modules How to work with external files .. and more Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the "Add to Cart" button now to start learning Python. Learn it fast and learn it well.

Python 3 for Absolute Beginners

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-handy 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

Beginning Ring Programming

This is a 2 book bundle related to C++ programming and Python programming! Two manuscripts for the price of one! Whats included in this 2 book bundle manuscript: "C++: Learn C++ Like a Boss. A Beginners Guide in Coding Programming And Dominating C++. Novice to Expert Guide To Learn and Master C++ Fast" "Hacking University: Junior Edition. Learn Python Computer Programming From Scratch. Become a Python Zero to Hero. The Ultimate Beginners Guide in Mastering the Python Language" In C++ programming, you will learn the basics about: Compliers, syntax, class, objects, and variables Identifiers, trigraphs, data types, lines, and characters Boolean and functions Arrays, loops, and conditions Various types of operators Decision statements, if else statements Constants and literals Quick follow up quizzes and answers Guided examples and much more! In Hacking University Junior Edition, you will learn: The history of Python Language The benefits of learning Python and the job market outlook when learning Python Setting Up a Development Environment Variables, Variable Types, Inputs, String Formatting, Decision Structures, Conditional Operators, Loops Several Programming Examples to make sure you practice what you learn String Formatting and Programming Concepts Classes, Special Methods, and Inheritance Key Modules, and Common Errors And a WHOLE lot more! Get your copy today! Scroll up and learn how to program in both C++ and Python!

Python Programming

Python Programming For Beginners! The Ultimate Beginners Crash Course To Learn Python Programming Quickly And Easily Are You Ready To Learn How To Write Clean, Efficient Python Code? If So You've Come To The Right Place - Regardless Of How Little Experience You May Have! Learning to program is a fantastic still, and if you're a newbie you've ended up in the right place! Python is a fantastic first or second programming language to learn (and master with the help of this book!). There's a ton of other technical guides out there that aren't clear and concise, and in my opinion use far too much jargon. My job is to teach you in simple, easy to follow terms how to get started and excel at Python programming. You'll find my personal notes and tips peppered throughout the book, making it personal and easy to learn. Here's A Preview Of What Python Programming For Beginners Contains An Introduction to Python Learning The Basics of Python Python Functions Explained Python Modules Strings and Lists - Exactly What You Need To Know Operators Using Python to Perform Complex Tasks Basic Input and Output Functions Handling and Manipulating Files Directories in Python Exception Handling and Assertions And Much, Much More! Order Your Copy Now And Let's Get Programming!"

Python Programming for Beginners

You Will Learn Python 3! Zed Shaw has perfected the world’s best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you’ll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you’ll learn how a computer works; what good programs look like;

and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Invent Your Own Computer Games with Python, 4th Edition

Gain a fundamental understanding of Python's syntax and features with this up–to–date introduction and practical reference. Covering a wide array of Python–related programming topics, including addressing language internals, database integration, network programming, and web services, you'll be guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time. Updated to reflect the latest in Python programming paradigms and several of the most crucial features found in Python 3, Beginning Python also covers advanced topics such as extending Python and packaging/distributing Python applications. What You'll Learn Become a proficient Python programmer by following along with a friendly, practical guide to the language's key features Write code faster by learning how to take advantage of advanced features such as magic methods, exceptions, and abstraction Gain insight into modern Python programming paradigms including testing, documentation, packaging, and distribution Learn by following along with ten interesting projects, including a P2P file–sharing application, chat client, video game, remote text editor, and more Who This Book Is For Programmers, novice and otherwise, seeking a comprehensive introduction to the Python programming language.

Beginning Python

Learn core concepts of Python and unleash its power to script highest quality Python programs About This Book Develop a strong set of programming skills with Pyhton that you will be able to express in any situation, on every platform, thanks to Python's portability Stop writing scripts and start architecting programs by applying object-oriented programming techniques in Python Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Who This Book Is For This course is meant for programmers who wants to learn Python programming from a basic to an expert level. The course is mostly self-contained and introduces Python programming to a new reader and can help him become an expert in this trade. What You Will Learn Get Python up and running on Windows, Mac, and Linux in no time Grasp the fundamental concepts of coding, along with the basics of data structures and control flow

Understand when to use the functional or the object-oriented programming approach Extend class functionality using inheritance Exploit object-oriented programming in key Python technologies, such as Kivy and Django Understand how and when to use the functional programming paradigm Use the multiprocessing library, not just locally but also across multiple machines In Detail Python is a dynamic and powerful programming language, having its application in a wide range of domains. It has an easy-to-use, simple syntax, and a powerful library, which includes hundreds of modules to provide routines for a wide range of applications, thus making it a popular language among programing enthusiasts.This course will take you on a journey from basic programming practices to high-end tools and techniques giving you an edge over your peers. It follows an interesting learning path, divided into three modules. As you complete each one, you'll have gained key skills and get ready for the material in the next module.The first module will begin with exploring all the essentials of Python programming in an easy-to-understand way. This will lay a good foundation for those who are interested in digging deeper. It has a practical and example-oriented approach through which both the introductory and the advanced topics are explained. Starting with the fundamentals of programming and Python, it ends by exploring topics, like GUIs, web apps, and data science.In the second module you will learn about object oriented programming techniques in Python. Starting with a detailed analysis of object-oriented technique and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This module fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software.With a good foundation of Python you will move onto the third module which is a comprehensive tutorial covering advanced features of the Python language. Start by creating a project-specific environment using venv. This will introduce you to various Pythonic syntax and common pitfalls before moving onto functional features and advanced concepts, thereby gaining an expert level knowledge in programming and teaching how to script highest quality Python programs. Style and approach This course follows a theory-cum-practical approach having all the ingredients that will help you jump into the field of Python programming as a novice and grow-up as an expert. The aim is to create a smooth learning path that will teach you how to get started with Python and carry out expert-level programming techniques at the end of course.

Beginning Python

Quickstart guide for Python Programming Python is an incredibly versatile and powerful programming language, but only if you know how to use it! Need to learn Python fast? Python can be used to create just about any kind of programming project you can imagine. When you understand how to program in Python, you unlock a world of computing power and possibilities. Get the most out of Python simply by following the easy coding examples and projects fully explained inside this guide. It doesn't matter if you have never programmed anything before. This step-by-step guide gives you everything you need to know to do more with Python than you ever thought possible! Fully up to date for 2019 Python has been around for a long time, but has evolved over the years. Save yourself the headache and frustration of trying to use a guide that just isn't up to date anymore! Brand new and fully up to date, this guide shows you exactly what you need to do to start

programming in Python today!Here is a preview of what you will learn in this guide: Introduction The Basics The first languages The 1980's to today What is Python? Benefits of learning Python Getting familiar with the language How Python Works Objects and classes Attributes and methods Inheritance Loops Conditional statements Exceptions Modules, packages, and libraries How To Get Started Setting up the environment Installing Python Getting ready to code Coding your very first program Walkthroughs Prime number program Sending texts Sending plain-text email Drawing with Turtle Creating games Tips For Success Code everyday Find other beginners Try explaining Python out loud Check out other languages Have a plan for when you get stuck Recommended Resources And so much more! If you aren't a tech-savvy person or have no programming experience, have no fear! With this guide in your hands that will not be a barrier for you any longer. Learn Python programming quickly and easily when you grab this guide now!

Beginning Perl Programming

Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.

Python Programming For Beginners

Move from zero knowledge of programming to comfortably writing small to medium-sized programs in Python. Fully updated for Python 3, with code and examples throughout, the book explains Python coding with an accessible, step-by-step approach designed to bring you comfortably into the world of software development. Real–world analogies make the material understandable, with a wide variety of well-documented examples to illustrate each concept. Along the way, you'll develop short programs through a series of coding challenges that reinforce the content of the chapters. Learn to Program with Python 3 guides you with material developed in the author's university computer science courses. The author's conversational style feels like you're working with a personal tutor. All material is thoughtfully laid out, each lesson building on previous ones. What You'll Learn Understand programming basics with Python, based on material developed in the author's college courses Learn core concepts: variables, functions, conditionals, loops, lists, strings, and more Explore example programs including simple games you can program and customize Build modules to reuse your own code Who This Book Is For This book assumes no prior programming experience, and would be appropriate as text for a high school or college introduction to computer science.

Learning Python

Beginning Ruby is a thoroughly contemporary guide to this powerful object-oriented language. It's one of the only guides aimed at both the novice programmer as well as experienced developers who are new to Ruby. The book starts by explaining the principles behind object oriented programming and within a few chapters builds towards creating a genuine Ruby application. The book then explains key Ruby principles, such as classes and objects; projects, modules and libraries; and other aspects of Ruby such as database access. In addition, Ruby on Rails is covered in some depth and the book's appendixes provide essential and long-lasting reference information.

Beginning Programming with Python For Dummies

Python for biologists is a complete programming course for beginners that will give you the skills you need to tackle common biological and bioinformatics problems.

Python Programming for the Absolute Beginner 3e

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.

Learn to Program with Python 3

This book covers a wide array of Python-related programming topics, including addressing language internals, database integration, network programming, and web services, which are guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time.· Instant Hacking: The Basics· Lists and Tuples· Working with Strings· Dictionaries: When Indices Won t Do· Conditionals, Loops, and Some Other Statements· Abstraction· More Abstraction· Exceptions· Magic Methods, Properties, and Iterators· Batteries Included· Files and Stuff· Graphical User Interfaces· Database Support · Network Programming· Python and the Web· Testing, 1-2-3· Extending Python· Packaging Your Programs· Playful Programming· Projects

Python Cookbook

Learn to code like a professional with Python – an open source, versatile, and powerful programming language About This Book Learn the fundamentals of programming with Python – one of the best languages ever created Develop a strong set of programming skills that you will be able to express in any situation, on every platform, thanks to Python's portability Create outstanding applications of all kind, from websites to scripting, and from GUIs to data science Who This Book Is For Python is the most popular introductory teaching language in U.S. top computer science universities, so if you are new to software development, or maybe you have little experience, and would like to start off on the right foot, then this language and this book are what you need. Its amazing design and portability will help you become productive regardless of the environment you choose to work with. What You Will Learn Get Python up and running on Windows, Mac, and Linux in no time Grasp the fundamental concepts of coding, along with the basics of data structures and control flow. Write elegant, reusable, and efficient code in any situation Understand when to use the functional or the object oriented programming approach Create bulletproof, reliable software by writing tests to support your code Explore examples of GUIs, scripting, data science and web applications Learn to be independent, capable of fetching any resource you need, as well as dig deeper In Detail Learning Python has a dynamic and varied nature. It reads easily and lays a good foundation for those who are interested in digging deeper. It has a practical and example-oriented approach through which both the introductory and the advanced topics are explained. Starting with the fundamentals of programming and Python, it ends by exploring very different topics, like GUIs, web apps and data science. The book takes you all the way to creating a fully fledged application. The book begins by exploring the essentials of programming, data structures and teaches you how to manipulate them. It then moves on to controlling the flow of a program and writing reusable and error proof code. You will then explore different programming paradigms that will allow you to find the best approach to any situation, and also learn how to perform performance optimization as well as effective debugging. Throughout, the book steers you through the various types of applications, and it concludes with a complete mini website built upon all the concepts that you learned. Style and approach This book is an easy-to-follow guide that will take you from a novice to the proficient level at a comfortable pace, using a lot of simple but effective examples. Each topic is explained thoroughly, and pointers are left for the more inquisitive readers to dig deeper and expand their knowledge.

Beginning Ruby

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

Python Crash Course

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.

Practical Python

Python’s simplicity lets you become productive quickly, but this often means you aren’t using everything it has to offer. With this hands-on guide, you’ll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python’s core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

Python For Beginners

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