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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

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.

Python for Kids - Jason R. Briggs 2012-12-12 Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –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. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Automate the Boring Stuff with Python, 2nd Edition - Al Sweigart 2019-11-12 The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. 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 this fully revised second edition of the best-selling classic 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. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful 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 email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated 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, 2nd Edition.

Python Programming - Computer Programming Academy 2020-11-10
Inside this book you will find all the basic notions to start with Python and all the programming concepts to develop programs and applications. With our proven strategies you will write efficient Python codes in less than a week!

Python Programming - Brian Brian Jenkins 2018-12-24
If you are looking for a complete beginners guide to learn Python programming with examples, in just a few hours, this book is the best one for youOrder this guide Today!! Python Programming for Absolute Beginners Learn Programming with Python, step-by-step in few hours. Why Learn Python? Python is a general-purpose language, which means it can be used to build just about anything, which will be made easy with the right tools/libraries. Python is one of the over 1000 computer programming languages that are known today. Python has also grown tremendously to become one of the leading programming languages. People have liked it for its syntax and semantics which are easy for one to grasp, even those without a background in computer programming. Due to this, Python is taught to juniors in many schools worldwide. Python is also cross-platform, meaning that one can code in Python from various operating systems. Professionally, Python is great for back-end web development, data analysis, artificial intelligence, and scientific computing. People, companies, and institutions have used Python to develop different applications including web applications, game applications, desktop applications etc. The popularity of Python also continues to rise every day. Why this Book is different? This book explores every aspect of Python programming language. This book may be the best one for an absolute beginner, it's a step by step guide for any person who wants to start learning Python programming from scratch. It will help you in preparing a solid computer programming foundation and learn any other coding language will be easy to you. Book Objectives The author wrote this book with the goal of helping the readers learn every aspect of Python programming. The book will help you: Know more about computer programming and how to get started with Python programming language. Understand the various features of Python programming language and appreciate its power. Transition from a programming beginner to an expert. Target Users The book designed for a variety of target audiences. The most suitable users would include: Newbies in computer programming and Python Programming Professionals in computer programming and software applications development Professors, lecturers or tutors who are looking to find better ways to explain the content to their students in the simplest and easiest way Students and academicians, especially those focusing on computer programming and software development! Is this book for me? If you want to learn computer programming with Python, this book is for you. Experience in computer programming is not required. If this is the first time for you to hear about computer programming, this book is the best for you. What's Inside this Book? Getting Started with Python Basic Python Syntax Python Variables Python Data Types Control Statements Python Functions Python Loops Python Classes and Objects Exception Handling Python Modules File Handling Tkinter Python Operators Accessing MySQL Databases Download your copy today! Python, Python 3, learn python, learn python 3, python crash course, python for beginners, python machine learning, deep learning, python for data analysis, python tricks, python programming for beginners, python cookbook, python book

A Primer on Scientific Programming with Python - Hans Petter Langtangen 2016-07-28
The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a

required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015
Head First Python - Paul Barry 2016-11-21 Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Pythonuses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.
Get Programming - Ana Bell 2018-03-27 Get Programming: Learn to code with Python teaches you the basics of computer programming using the Python language. In this exercise-driven book, you'll be doing something on nearly every page as you work through 38 compact lessons and 7 engaging capstone projects. By exploring the crystal-clear illustrations, exercises that check your understanding as you go, and tips for what to try next, you'll start thinking like a programmer in no time. This book works perfectly alongside our video course Get Programming with Python in Motion, available exclusively at Manning.com: www.manning.com/livevideo/get-programming-with-python-in-motion Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Programming skills you can use in any language Learn to code—no experience required Learn Python, the language for beginners Dozens of exercises and examples help you learn by doing About the Reader No prior programming experience needed. Table of Contents LEARNING HOW TO PROGRAM Lesson 1 - Why should you learn how to program? Lesson 2 - Basic principles of learning a programming language UNIT 1 - VARIABLES, TYPES, EXPRESSIONS, AND STATEMENTS Lesson 3 - Introducing Python: a programming language Lesson 4 - Variables and expressions: giving names and values to things Lesson 5 - Object types and statements of code 46 Lesson 6 - Capstone project: your first Python program-convert hours to minutes UNIT 2 - STRINGS, TUPLES, AND INTERACTING WITH THE USER Lesson 7 - Introducing string objects: sequences of characters Lesson 8 - Advanced string operations Lesson 9 - Simple error messages Lesson 10 - Tuple objects: sequences of any kind of object Lesson 11 - Interacting with the user

Lesson 12 - Capstone project: name mashup UNIT 3 - MAKING DECISIONS IN YOUR PROGRAMS Lesson 13 - Introducing decisions in programs Lesson 14 - Making more-complicated decisions Lesson 15 - Capstone project: choose your own adventure UNIT 4 - REPEATING TASKS Lesson 16 - Repeating tasks with loops Lesson 17 - Customizing loops Lesson 18 - Repeating tasks while conditions hold Lesson 19 - Capstone project: Scrabble, Art Edition UNIT 5 - ORGANIZING YOUR CODE INTO REUSABLE BLOCKS Lesson 20 - Building programs to last Lesson 21 - Achieving modularity and abstraction with functions Lesson 22 - Advanced operations with functions Lesson 23 - Capstone project: analyze your friends UNIT 6 - WORKING WITH MUTABLE DATA TYPES Lesson 24 - Mutable and immutable objects Lesson 25 - Working with lists Lesson 26 - Advanced operations with lists Lesson 27 - Dictionaries as maps between objects Lesson 28 - Aliasing and copying lists and dictionaries Lesson 29 - Capstone project: document similarity UNIT 7 - MAKING YOUR OWN OBJECT TYPES BY USING OBJECT-ORIENTED PROGRAMMING Lesson 30 - Making your own object types Lesson 31 - Creating a class for an object type Lesson 32 - Working with your own object types Lesson 33 - Customizing classes Lesson 34 - Capstone project: card game UNIT 8 - USING LIBRARIES TO ENHANCE YOUR PROGRAMS Lesson 35 - Useful libraries Lesson 36 - Testing and debugging your programs Lesson 37 - A library for graphical user interfaces Lesson 38 - Capstone project: game of tag Appendix A - Answers to lesson exercises Appendix B - Python cheat sheet Appendix C - Interesting Python libraries

Introduction to Programming in Python - Robert Sedgewick 2015-05-27
Today, anyone in a scientific or technical discipline needs programming skills. Python is an ideal first programming language, and Introduction to Programming in Python is the best guide to learning it. Princeton University's Robert Sedgewick, Kevin Wayne, and Robert Dondero have crafted an accessible, interdisciplinary introduction to programming in Python that emphasizes important and engaging applications, not toy problems. The authors supply the tools needed for students to learn that programming is a natural, satisfying, and creative experience. This example-driven guide focuses on Python's most useful features and brings programming to life for every student in the sciences, engineering, and computer science. Coverage includes Basic elements of programming: variables, assignment statements, built-in data types, conditionals, loops, arrays, and I/O, including graphics and sound Functions, modules, and libraries: organizing programs into components that can be independently debugged, maintained, and reused Object-oriented programming and data abstraction: objects, modularity, encapsulation, and more Algorithms and data structures: sort/search algorithms, stacks, queues, and symbol tables Examples from applied math, physics, chemistry, biology, and computer science—all compatible with Python 2 and 3 Drawing on their extensive classroom experience, the authors provide Q&As, exercises, and opportunities for creative practice throughout. An extensive amount of supplementary information is available at introcs.cs.princeton.edu/python. With source code, I/O libraries, solutions to selected exercises, and much more, this companion website empowers people to use their own computers to teach and learn the material.
Head First Programming - Paul Barry 2009-11-23
Presents the concepts of writing computer programs, covering such topics as variables, loops, functions, data files and arrays, modular programming, widgets, exceptions, and objects.
Python Tutorial - Guido Rossum 2018-06-19 Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, https://www.python.org/, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and

additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see library-index. reference-index gives a more formal definition of the language. To write extensions in C or C++, read extending-index and c-api-index. There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in library-index. The Glossary is also worth going through.

Python 101 - Michael Driscoll 2014-06-03
Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

Head First Programming - Barry 2009
Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts.

An Introduction to Python and Computer Programming - Yue Zhang 2015-07-08
This book introduces Python programming language and fundamental concepts in algorithms and computing. Its target audience includes students and engineers with little or no

background in programming, who need to master a practical programming language and learn the basic thinking in computer science/programming. The main contents come from lecture notes for engineering students from all disciplines, and has received high ratings. Its materials and ordering have been adjusted repeatedly according to classroom reception. Compared to alternative textbooks in the market, this book introduces the underlying Python implementation of number, string, list, tuple, dict, function, class, instance and module objects in a consistent and easy-to-understand way, making assignment, function definition, function call, mutability and binding environments understandable inside-out. By giving the abstraction of implementation mechanisms, this book builds a solid understanding of the Python programming language.

Python Programming for Teens - Kenneth A. Lambert 2014-06-25
Provides information on how to program in Python, including program development, the basics of using classes and objects, 2-D geometry, fractals, animations, recursion, and problem solving.

Python Programming in Context - Bradley N. Miller 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.

Practical Programming - Paul Gries 2017-12-06
Classroom-tested by tens of thousands of students, this new edition of the bestselling intro to programming book is for anyone who wants to

understand computer science. Learn about design, algorithms, testing, and debugging. Discover the fundamentals of programming with Python 3.6--a language that's used in millions of devices. Write programs to solve real-world problems, and come away with everything you need to produce quality code. This edition has been updated to use the new language features in Python 3.6.

Beginning Programming with Python For Dummies - John Paul Mueller 2018-02-13 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.

Python Programming for Beginners - Matthew Python 2020-01-31 Do you know what Python is? Python is a powerful programming language, serving a large number of purposes. Python is a very simple programming language, with easy syntax. It is a free and open-source programming language and it is a very good programming language for beginners, especially for those who are interested to learn computer programming for the very first time. The most convenient part about the language is that it can run on a variety of platforms like Windows, Linux and macOS. The ease with which it can be used has also helped it to be easily ported to the Java and .NET virtual machines. Now, the question is, why should we learn Python? It is a very popular coding language among developers, software engineers, data scientists and even hackers. The reason is its versatility, object-oriented features and flexibility. Most of the mobile and web applications we use have the abundance of Python's libraries, different frameworks, a huge collection of modules and file extensions. Python is also helpful in building micro-projects to macro enterprise web services. Basically, when it comes to starting with an object-oriented programming language, people either start with Python or Java. Python becomes the first choice in this case, as it is more user-friendly. The coding style in Python is more intuitive and it is also less complex. That's why you need to start immediately to learn how Python works thanks to: "Python Programming or beginners, The simplified beginner's guide to learn basics of Python Computer Language, coding project, data science, data analytics and machine learning" by Matthew Python. Though Python is a very high-level language, it is capable of doing complex tasks. Python is not only easy to learn but also ha a very clean syntax. Thus, it can be used by both beginners, as well as, experienced programmers. Also, there is no need to enroll in courses with high fees, to learn the language. One can do self-study, enroll in online tutorials or in coding boot camps to learn the languages. The goal of the eBook is simple: allow you to have a deep understanding of Python as a programming language. Here's what you'll learn: What is Python History; Different of Python version; How to download and install (different O.S.) Python; preparing computer for Python; writing first python program Installation of Python How to download and install (different O.S.) Python; preparing computer for Python; Building Development environment; writing first python program What are Variables and Strings

Explain why variables are needed; variable naming and assignment; static type and dynamic type; python's numeric data types; decimal mode; constant; formatting input and output function; some practice exercises Operators in Python Explain why operators are necessary & what are operands and operators; arithmetic Operators; modulus; squaring and cubing in python Would you like to know more? Scroll up and add to cart "Python Programming for beginners" by Matthew Python!

Python Programming - Dylan Penny
2021-01-22

Expand your computer and IT skills and earn more money by learning the world's most popular programming language - Python! Become even more computer savvy and rise above the competition when applying to jobs with proficient Python programming skills. Python programming provides you with a sustainable foundation in computer programming that is easy to build upon and specialize your skills. This results in becoming a better candidate for job openings and increasing your salary! With this guide in your hands, you will: Learn the Python programming language from scratch with little to no experience required Specialize in a computer language and make yourself more valuable to a company Open the door to new job opportunities after learning and implementing Python Study 3 complete books in one to build on your skills Become more desirable when applying for jobs, especially in the startup community Plus Much More! Right now Python is one of the most popular and useful languages programmers should know. With absolutely no experience required, you could learn the foundations of this language and easily build on your skills to increase your income and open the door to incredible job opportunities. Are you ready to make more money and learn an essential programming language from scratch? ...Then Order Your Complete Guide and Start Learning Today!

Python Programming for Beginners - Jason Cannon 2014-09-01

Python Programming for Beginners doesn't make any assumptions about your background or knowledge of Python or computer programming. You need no prior knowledge to benefit from this book. You will be guided step by step using a logical and systematic approach. As new concepts, commands, or jargon are encountered they are explained in plain language, making it easy for anyone to understand.--Publisher's description.

Learn Python 3 the Hard Way - Zed A. Shaw
2017-06-26

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

Python Programming - I Code Academy 2019-03-19

Python is one of the most popular of all the computer programming languages, simply because it is one of the easiest to learn. It is an all-purpose language that has a range of different applications, such as: Web

development Mathematical and Scientific Computing Graphical user interface for the desktop Python has a very clean syntax and short code which makes it ideal for the beginner. Not only that, Python is fun because, rather than spending all your time worrying about the syntax, you get to spend time thinking about what your code is going to do instead. Python is an old language, developed in the 1980's and being released for the first time in 1991. It was developed because Guido van Rossum wanted to create a language that was easy to understand and that could access the Amoeba system he was working on. That led to Python, an interpreted and extensible language that was named after Monty Python's Flying Circus for no reason other than the creator was a fan! Python is so much easier to write and to read than many other languages and is one of the most feature-packed. Benefits include: It's free and its open source - anyone can use Python and anyone can make changes to the source code and distribute it for themselves. Portable - Python programs can move from one platform to another can be run without the need to make any changes Embeddable and Extensible - Python code can be combined with bits of another computer language to produce a high-performance code and scripting abilities which are not always available with other languages out of the box Interpreted Language - Python does a lot of jobs, like garbage collection, memory management and so on automatically. Also, when your code is run, it will automatically be converted into a code that is understood by your computer system Libraries - Python contains a lot of libraries with much of the code needed to perform common tasks and cut down on the amount of code you need to write Object-Oriented - because everything that is in Python is an object, it is far easier to solve complex problems - each can be broken down into smaller problems through the creation of objects. Python is backed up with a large active community who are constantly striving to improve the language for beginners and experts alike. Use this community as they are of invaluable help to you. If you are quite ready, we are going to look at the basics of Python programming now. First, I will show you how to install it on your computer and then we will go through the basic concepts. There are going to be plenty of examples for you to input into Python and try or yourself. This is the best way to learn so I urge you to get your Python environment set up and work along with this book - you will learn so much more than if you just read it.

A Concise Introduction to Programming in Python - Mark J. Johnson 2011-12-21
Suitable for newcomers to computer science, A Concise Introduction to Programming in Python provides a succinct, yet complete, first course in computer science using the Python programming language. The book features: Short, modular chapters with brief and precise explanations, intended for one class period Early introduction of basic procedural constructs such as functions, selection, and repetition, allowing them to be used throughout the course Objects are introduced in the middle of the course, and class design comes toward the end Examples, exercises, and projects from a wide range of application domains, including biology, physics, images, sound, mathematics, games, and textual analysis No external libraries are required, simplifying the book's use in common lab spaces Each chapter introduces a main idea through a concrete example and a series of exercises. Designed to teach programming in a concise, yet comprehensive way, this book provides a timely introduction for students and anyone interested in learning Python.

Non-Programmers Tutorial For Python 2 and 3 - Josh Cogliati 2018-04-19
This book is a tutorial for the Python 2 and 3 programming language designed for someone with no programming experience. All the examples work in Python 2.6 and Python 3. *THE GUN RIGHTS WAR* - Mark Lutz 2006

Learn Python Programming - Phil J Hack 2019-11-14
Have you been thinking about learning Python Programming for long time? STOP wasting time!! Keep reading and learn more.. If you came across this book I am sure you know the incredible impact Python Programming has these days. Python is a simplistic language, however, without something to guide you through the fundamental concepts of programming, you can easily learn everything

the wrong way and someday anger all of your programmer friends. With the help of this Python Programming, you will take the very first step in exploring programming in general, as well as the capabilities of Python. In this book you will learn all the core concepts, one step at a time and this is the same approach you should take when practicing. You will learn new operations you can perform on the various data types and data structures, and then work to get used to relying more and more on object-oriented programming techniques. Use this knowledge to pursue machine learning projects, create robots, or build the next big web application that will take over the world. More specifically this guide will take you through: Specific Python Basic Syntax Rules, Variables and Values The Theory of Computer Programming Working With Your Objects And Classes Inside Of Python How to Use Your Python Skills Working with the K-Nearest Neighbors Algorithm Making a Basic Python Game: Hangman Machine Learning Models Tips For Success Practical exercises to text your skills...and MUCH MORE!! Even if you aren't an expert, you don't need any kind of special talent to become a programmer, or even a data scientist. All you need to do is understand the theory and then put it in application. If you can't grasp it at first, break it down and study it line by line. Squeeze the knowledge out of Python and apply it in the real world! Scroll to the top and select on the right the BUY NOW with 1-Clickbutton.

Making Music with Computers - Bill Manaris 2014-05-19
Teach Your Students How to Use Computing to Explore Powerful and Creative Ideas In the twenty-first century, computers have become indispensable in music making, distribution, performance, and consumption. Making Music with Computers: Creative Programming in Python introduces important concepts and skills necessary to generate music with computers. It interweaves computing pedagogy with musical concepts and creative activities, showing students how to integrate the creativity and design of the arts with the mathematical rigor and formality of computer science. The book provides an introduction to creative software development in the Python programming language. It uses innovative music-creation activities to illustrate introductory computer programming concepts, including data types, algorithms, operators, iteration, lists, functions, and classes. The authors also cover GUIs, event-driven programming, big data, sonification, MIDI programming, client–server programming, recursion, fractals, and complex system dynamics. Requiring minimal musical or programming experience, the text is designed for courses in introductory computer science and computing in the arts. It helps students learn computer programming in a creative context and understand how to build computer music applications. Also suitable for self-study, the book shows musicians and digital music enthusiasts how to write music software and create algorithmic music compositions. Web Resource A supplementary website (http://jythonMusic.org) provides a music library and other software resources used in the text. The music library is an extension of the jMusic library and incorporates other cross-platform programming tools. The website also offers example course and associated media resources.

Coding for Kids - Scott JASON 2019-12-23
You Are About To Learn How To Get Started With Python Programming Language, Write Your First Program And Move From There To Having More Than Average Level Knowledge Of Python To Create Some Cool Stuff! Python is increasingly becoming the go-to programming language for anyone wishing to enter into the world of programming. So if you are interested in learning python, you've made a great decision, whether this is the first time learning programming or you already have experience writing code in another programing language. With python becoming the most preferred programming language for next level computing concepts like artificial intelligence, machine learning, data science, data analytics and much more, learning python is becoming more and more mandatory for anyone who has plans of venturing into these advanced computing concepts. The truth is; if you've never used python before, such concepts may seem too advanced for you, which is why you have to start somewhere. So where do you start? How do you start and set yourself up for success from the onset? What can you use python for besides

artificial intelligence, data science, data analytics and much more; are there beginner friendly applications of python? What do you need to master so that you can make the most of your beginner level knowledge? What makes python the programming language of choice for so many programmers? And how can you leverage the unique qualities of python to create cutting edge programs and tools that revolutionize the way you do things? If you have these and other related questions, this book is for you so keep reading, as it covers the ins and outs of python programming from a beginner perspective to help you start programming in python sooner than you expect! More precisely, the book will teach you: How to get started with python and why it is the preferred programming language for many The unique approach that the book takes to make it easy for you to learn how to start using python The different ways in which python is being used in today's world to create life changing applications and tools How to install python on your computer whether you are using Windows, Mac or Linux How to create your very first program in python How to make python to do different things including counting How to pin python to your begin menu as well as start making the most of the python interpreter How to master different components of python like loop, variables, lists, operators, functions, and more Different python implementations and libraries How to spot and fix errors, work with literals in python Involving projects that will take your understanding of python to the next level How to create your first games with python Some tips and tricks that will help you bring out the best of IDLE When and how to write comments in files When and how to indent and dedent your code outline How and when to lists in python How to create cryptopy And much more! Even if you've never written any line of code before, this book does not make any assumptions about your knowledge on python or computer programming; you don't need any prior experience to benefit from this book! Just scroll up and click Buy Now With 1-Click or Buy Now to join the world of programming!
Python Programming for Beginners - Philbert Shelton 2021-02-09
Are you looking to learn programming and are considering making Python your programming language of choice but are still unsure about some things about the language? And are you looking for a comprehensive guide that will help settle your fears and introduce you to the language, then hold you by the hand until you are able to make simple or even moderately complex projects while at the same time enjoying every step of the way? If you answered YES, keep reading.... Let This Book Usher You Into The World Of Programming With The Latest Version Of Python, Even If You Are A Complete Beginner! Python is slowly getting to the top of the list as the most used programming language - it is #2, as per 2020 rankings by RedMonk as well as Tiobe index! But there is something that makes it even better than the number one programming language in more than one ways: It is the most widely taught first programming language in major universities It is the preferred language for data science and machine learning, which are destined to change the way we do most things It is the best language for scripting and backend system automation It is simple enough to be used by non-programmers It is easy to learn, with fast edit cycles coupled with smooth development And much more! The fact that you are here is clear that you've caught on the trend and don't want to be left behind, as you probably want to get familiar with Python programming language and possibly build a career. Perhaps you are here looking for answers to all the questions in your mind... What makes Python better than other programming languages out there? Where do I even start - what do I need to download and install, and where do I get it? How do I understand the basics so that I create my first program? Are there possible pitfalls I should be aware of? If you have these and other related questions, then this no-fluff and beginner-friendly guide to programming with Python is what you need! More precisely, you will learn: - What Python is, where it came from and why you should learn it - How to download and set up Python on different operating systems - Working with Python's IDLE and how to write your first program - The lingo you need to understand when getting started and programming with Python - The pros and cons of programming with Python - Tips and tricks to make learning with Python easier for you - Python programming domains you need to

be aware of when getting started, including what each entails - Common rookie mistakes that you should avoid when programming with Python - How to unleash the full power of Python by making the most of variables and operators, condition statements, functions, modules, and directories - How to create scripts using Python - And much more... Even if you are a complete beginner to programming, you are in luck, as this book does not assume you have any prior programming knowledge so it will break down everything in a language you can understand and apply! Scroll up and click Buy Now With 1-Click or Buy Now to get started!

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

Python - Steve Gold 2016-06-09
Learn EXACTLY How To Get Started With Python Programming, With This Easy-To-Follow, Straight-Forward & Comprehensive Guide! - NOW INCLUDES FREE GIFTS! (see below for details) Are you keen to learn Python but don't know where to start? Are you interested in Python programming but find the topic overwhelming? Have you gone over the basics before, but are now in need of a refresher course? If you want to know EXACTLY how to get started with Python programming, this book will provide you with the answers you've been looking for! While the idea of learning Python programming may at first seem like a daunting task, with the right guidance you'll be up and running in no time! In this wonderfully easy to follow guide, we've stripped away the filler to make things as simple as possible for the beginner to take their first steps into the world of Python. The information is presented clearly, in an easy-to-follow, step-by-step manner with the aim of minimizing the chances of confusion, while providing the reader with all of the essential information they'll require. In this book we will look at: Preparing Your Programming Environment - Installing the Python Interpreter, Installing the Python Text Editor. The Basics - Comments, Literal Constants, Numbers, Strings, Variable, Identifier Naming, Data Types, Object, How To Write Python Programs, Logical And Physical Line, Indentation. Operators and Expressions - Operators, Evaluation Order, Changing The Order Of Evaluation, Associativity, Expressions. Control Flow, The If Statement, The While Statement, The For Loop, The Break

Statement, The Continue Statement. Functions - Function Parameters, Local Variables, The Global Statement, Default Argument Values, Keyword Arguments, Varargs Parameters, The Return Statement, Docstrings. Modules, Byte-Compiled .Pyc Files, The From..Import Statement, A Module's __Name__, Making Your Own Modules, The Dir Function, Packages. Data Structures, List , Quick Introduction To Objects And Classes, Tuple, Dictionary, Sequence, Set, References. Input and Output, Files, Pickle, Unicode Also included for a limited time only are 2 FREE GIFTS, including a full length, surprise FREE BOOK! Take the first step towards mastering Python programming! Click the buy now button above for instant access. Also included are 2 FREE GIFTS! - A sample from one of my other best-selling books, and a full length, FREE BOOK included with your purchase!
Learn to Program with Python - Irv Kalb 2016-08-22
Get started in the world of software development: go from zero knowledge of programming to comfortably writing small to medium-sized programs in Python. Programming can be intimidating (especially when most books on software require you to know and use obscure command line instructions) but it doesn't have to be that way! In Learn to Program with Python, author Irv Kalb uses his in-person teaching experience to guide you through learning the Python computer programming language. He uses a conversational style to make you feel as though he is your personal tutor. All material is laid out in a thoughtful manner, each lesson building on previous ones. Many real–world analogies make the material easy to relate to. A wide variety of well-documented examples are provided. Along the way, you'll develop small programs on your own through a series of coding challenges that reinforce the content of the chapters. What You Will Learn Learn fundamental programming concepts including: variables and assignment statements, functions, conditionals, loops, lists, strings, file input and output, Internet data, and data structures Get comfortable with the free IDLE Interactive Development Environment (IDE), which you will use to write and debug all your Python code - no need to use the command line! Build text-based programs, including a number of simple games Learn how to re-use code by building your own modules Use Python's built-in data structures and packages to represent and make use of complex data from the Internet Who This Book Is For This book assumes that you have absolutely no prior knowledge about programming. There is no need to learn or use any obscure Unix commands. Students of any age who have had no exposure to programming and are interested in learning to do software development in the Python language. The book can be used as a text book associated with a high school or college introduction to computer science course. Secondly, people who have had exposure to some computer language other than Python, who would like to build good habits for programming in Python.
Bite-Size Python - April Speight 2020-08-03 Introduce children to the popular Python programming language through relatable examples and fun projects! Python has now surpassed Java as the most commonly used programming language. As the language rises in popularity, this complete guide can teach basic Python concepts to kids with its simple, friendly format. Bite-Size Python: An Introduction to Python Programming provides children with a foundation in the Python language. This unique book shares knowledge through easy-to-understand examples, fast exercises, and fun projects! As children learn, their parents, caregivers, and instructors can also join in their discoveries. Bite-Size Python is ideal for those who are new to programming, giving kids ages 9 and up a beginners' approach to learning one of the most important programming languages. Gives an overview of Python Provides exciting programming projects Offers instruction on how to download and install Python Presents key programming language concepts Simplifies technical definitions With this playful guide to learning Python, readers can try out activities on their computers for a hands-on learning experience. The artwork in Bite-Size Python represents children of various backgrounds, so any child who picks up this book will be empowered to learn and young readers will love showing their projects to friends and family!
Python for Kids - Jason Briggs 2012-12-12 Python is a powerful, expressive programming

language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –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. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

*Learn Python in One Day and Learn It Well -
Jamie Chan 2015-01-07*
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 for Everybody - Charles R. Severance 2016-04-09
Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics:

Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Python - John Slavio 2019-07-24
Do you want to learn programming but too intimidated by the complexity? At some point of time, a lot of people are interested in learning programming. However, computer programming sounds scary at times. In fact, computer programming isn't scary at all. All it takes is a correct selection of programming language to begin your journey as a computer programmer. Programming languages are made to make the human life better than before. These languages help in making programs which increase the overall productivity, communication, and efficiency of the work. Out of so many programming languages to choose from, python is one of the most loved programming languages among computer geeks. This is because python is one of those rare languages which is both simple, and powerful. Python has indeed, everything that you may require to make a new program. If you will see someone writing a program in python, you will be really surprised to see how easy it is in python to find the solution for a problem. In simple words, python is an open source, a high-level programming language developed by Guido van Rossum in 1980s. This language is presently administered by Python Software Foundation. Python has proven its worth in all these years for both business and industrial use. Unlike other languages, it didn't go obsolete and in fact, with time, the use of Python has increased. Python is broadly used in making web applications, GUIs (Graphic user interface), games, etc. and writing and reading the codes in python is as simple as reading regular English sentences. The program written in python is required to be processed before running as they are not written in machine readable language. Once you will learn the basics of python (as you are a beginner), you will find it really easy to move on towards the advanced features that python offers to programmers. Below are some salient features of Python which make it one of the most lovable languages among the computer programmers. This crash course includes: Installing Python on various platforms First Steps - Using Interpretors, Editors and Source Files Python Basic Commands Operations in Python Control Flow Statements - IF THEN Statement File Storage in Python 3 Sample Programs to Practise

Python Programming - John M. Zelle 2004
This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.