
Python Cookbook Alex Martelli

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[Python Cookbook, 2nd Edition](#) Apress

Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard

library modules, and other prominent Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz—widely recognized as the world’s leading Python trainer—Python Pocket Reference is an ideal companion to O’Reilly’s classic Python tutorials, Learning Python and Programming Python, also written by Mark. This fifth edition covers: Built-in object types, including numbers, lists, dictionaries, and more Statements and syntax for creating and processing objects Functions and modules for structuring and reusing code Python’s object-oriented programming tools Built-in functions, exceptions, and attributes Special operator overloading methods Widely used standard library

modules and extensions Command-line options and development tools Python idioms and hints The Python SQL Database API Python in a Nutshell Pearson Education The Python Cookbook is a collection of problems, solutions, and practical examples for Python programmers, written by Python programmers. Over the past year, members of the Python community have contributed material to an online repository of Python recipes hosted by ActiveState. This book contains the best of those recipes, accompanied by overviews and background material by key Python figures. Python Pocket Reference Packt Publishing Ltd Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and

advanced parts of the Python familiar with the different code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being

multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to `functools.wraps` and coroutines and how they work. Later on you will learn

to use `asyncio` module for asynchronous clients and servers. You will also get familiar with different testing systems such as `py.test`, `doctest`, and `unittest`, and debugging tools such as Python debugger and `faulthandler`. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. **Style and Approach** This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with an authoritative understanding of the underlying rationale

for how, when, and why to use them.

Python in a Nutshell

Addison-Wesley

Professional

Unleash the power of

Python 3 objects About

This Book Stop writing

scripts and start

architecting programs

Learn the latest

Python syntax and

libraries A practical,

hands-on tutorial that

teaches you all about

abstract design

patterns and how to

implement them in

Python 3 Who This Book

Is For If you're new

to object-oriented

programming

techniques, or if you

have basic Python

skills and wish to

learn in depth how and

when to correctly

apply object-oriented

programming in Python

to design software,

this is the book for

you. What You Will

Learn Implement objects

in Python by creating

classes and defining

methods Separate

related objects into a

taxonomy of classes

and describe the

properties and

behaviors of those

objects via the class

interface Extend class

functionality using

inheritance Understand

when to use object-

oriented features, and

more importantly when

not to use them

Discover what design

patterns are and why

they are different in

Python Uncover the

simplicity of unit

testing and why it's

so important in Python

Grasp common

concurrency techniques

and pitfalls in Python

3 Exploit object-

oriented programming

in key Python

technologies such as

Kivy and Django.

Object-oriented

programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no

exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book 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. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to

create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition

includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

Python Standard Library
Packt Publishing Ltd
The latest in modern Python recipes for the busy modern programmer
About This Book Develop succinct, expressive

programs in Python Learn the best practices and common idioms through carefully explained and structured recipes Discover new ways to apply Python for the new age of development Who This Book Is For The book is for web developers, programmers, enterprise programmers, engineers, big data scientist, and so on. If you are a beginner, Python Cookbook will get you started. If you are experienced, it will expand your knowledge base. A basic knowledge of programming would help. What You Will Learn See the intricate details of the Python syntax and how to use it to your advantage Improve your code readability through functions in Python Manipulate data effectively using built-in data structures Get acquainted with advanced programming

techniques in Python Equip yourself with functional and statistical programming features Write proper tests to be sure a program works as advertised Integrate application software using Python In Detail Python is the preferred choice of developers, engineers, data scientists, and hobbyists everywhere. It is a great scripting language that can power your applications and provide great speed, safety, and scalability. By exposing Python as a series of simple recipes, you can gain insight into specific language features in a particular context. Having a tangible context helps make the language or standard library feature easier to understand. This book comes with over 100 recipes on the latest version of Python. The recipes will benefit everyone ranging from beginner to an expert.

The book is broken down into 13 chapters that build from simple language concepts to more complex applications of the language. The recipes will touch upon all the necessary Python concepts related to data structures, OOP, functional programming, as well as statistical programming. You will get acquainted with the nuances of Python syntax and how to effectively use the advantages that it offers. You will end the book equipped with the knowledge of testing, web services, and configuration and application integration tips and tricks. The recipes take a problem-solution approach to resolve issues commonly faced by Python programmers across the globe. You will be armed with the knowledge of creating applications with flexible logging, powerful

configuration, and command-line options, automated unit tests, and good documentation. Style and approach This book takes a recipe-based approach, where each recipe addresses specific problems and issues. The recipes provide discussions and insights and an explanation of the problems.

[How To Code in Python 3](#)
"O'Reilly Media, Inc."

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

Introducing Python "O'Reilly Media, Inc."

Equipped with the latest updates, this third edition of *Python Machine Learning By Example* provides a comprehensive course for ML enthusiasts to strengthen their command of ML concepts,

techniques, and algorithms.

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

open source packages.

Python in a Nutshell

"O'Reilly Media, Inc."

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

Python Algorithms "O'Reilly Media, Inc."

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With *Rapid GUI Programming with Python and Qt* you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many

versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more.

Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Python in a Nutshell

Apress

This educational book

introduces emerging developers to computer programming through the Python software development language, and serves as a reference book for experienced developers looking to learn a new language or re-familiarize themselves with computational logic and syntax.

Python for Unix and Linux System

Administration "O'Reilly Media, Inc."

Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This generalpurpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. Python For Dummies is the quick-and-easy guide to

getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python user in no time. This guide gives you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create,

extend, and override classes including those found in the
Access the Internet to
enhance your library
Understand the new
features of Python 2.5
Packed with critical idioms
and great resources to
maximize your productivity,
Python For Dummies is the
ultimate one-stop information
guide. In a matter of
minutes you'll be
familiar with Python's
building blocks, strings,
dictionaries, and sets; and
be on your way to writing
the program that
you've dreamed about!
[Python Interviews](#) Addison-
Wesley Professional
Praise for Core Python
Programming The
Complete Developer's
Guide to Python New to
Python? The definitive
guide to Python
development for
experienced programmers
Covers core language
features thoroughly,

latest Python releases—learn
more than just the syntax!
Learn advanced topics such
as regular expressions,
networking, multithreading,
GUI, Web/CGI, and Python
extensions Includes brand-
new material on databases,
Internet clients,
Java/Jython, and Microsoft
Office, plus Python 2.6 and
3 Presents hundreds of
code snippets, interactive
examples, and practical
exercises to strengthen your
Python skills Python is an
agile, robust, expressive,
fully object-oriented,
extensible, and scalable
programming language. It
combines the power of
compiled languages with the
simplicity and rapid
development of scripting
languages. In Core Python
Programming, Second
Edition , leading Python
developer and trainer
Wesley Chun helps you

learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and

other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

[IronPython in Action](#)

DigitalOcean

The Python Cookbook is a collection of problems, solutions, and practical examples for Python programmers, written by Python programmers. Over the past year, members of the Python community have contributed material to an online repository of Python recipes hosted by ActiveState. This book contains the best of those recipes, accompanied by overviews and background

material by key Python figures. The recipes in the Python Cookbook range from simple tasks, such as working with dictionaries and list comprehensions, to entire modules that demonstrate templating systems and network monitoring. This book contains over 200 recipes on the following topics:

- Searching and sorting
- Manipulating text
- Working with files and the filesystem
- Object-oriented programming
- Dealing with threads and processes
- System administration
- Interacting with databases
- Creating user interfaces
- Network and web programming
- Processing XML
- Distributed programming
- Debugging and testing
- Extending Python

This book is a treasure trove of useful code for all Python programmers, from novices

to advanced practitioners, with contributions from such Python luminaries as Guido Van Rossum, David Ascher, Tim Peters, Paul Prescod, Mark Hammond, and Alex Martelli, as well as over 100 other Python programmers. The recipes highlight Python best practices and can be used directly in day-to-day programming tasks, as a source of ideas, or as a way to learn more about Python. The recipes in the Python Cookbook were edited by David Ascher, who is on the board of the Python Software Foundation and is the co-author of Learning Python, and Alex Martelli, who is known for his numerous and exhaustive postings on the Python mailing list. The book contains a foreword by Guido van Rossum, the creator of Python. *Python Cookbook* "O'Reilly Media, Inc."

"Focusing on Python 3.6 and higher, this concise handbook focuses on the essential core of the language, with updated code examples to illuminate how Python works and how to structure programs that can be more easily explained, tested, and debugged. Throughout, Beazley reflects all he's learned teaching Python to scientists, engineers, and developers, and pushing the envelope of what makes Python tick."--Page 4 of cover. *Python Cookbook, 2/E* (Covers Python 2.3 & 2.4) Packt Publishing Ltd A comprehensive, hands-on introduction to Microsoft's version of Python for the .NET framework. The book shows how to use IronPython with C#, VB.NET, and ASP.NET applications. Readers will use IronPython as a Windows scripting tool, and see how it connects to PowerShell. *Modern Python Cookbook* "O'Reilly Media, Inc." Python is an ideal

language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help

you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this

book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

Beginning Python Packt Publishing Ltd

Think about your data intelligently and ask the right questions
Key Features
Master data cleaning techniques necessary to perform real-world data science and machine learning tasks
Spot common problems with dirty data and develop flexible solutions from first principles
Test and refine your newly acquired skills through detailed exercises at the end of each chapter
Book Description
Data cleaning is the all-important first step to successful data science, data analysis, and machine

learning. If you work with any kind of data, this book is your go-to resource, arming you with the insights and heuristics experienced data scientists had to learn the hard way. In a light-hearted and engaging exploration of different tools, techniques, and datasets real and fictitious, Python veteran David Mertz teaches you the ins and outs of data preparation and the essential questions you should be asking of every piece of data you work with. Using a mixture of Python, R, and common command-line tools, *Cleaning Data for Effective Data Science* follows the data cleaning pipeline from start to end, focusing on helping you understand the principles underlying each step of the process. You'll look at data ingestion of a vast range of tabular, hierarchical, and other data formats, impute missing values, detect unreliable data and statistical anomalies, and generate synthetic features. The long-form exercises at the end of each chapter let you

get hands-on with the skills you've acquired along the way, also providing a valuable resource for academic courses. What you will learnIngest and work with common data formats like JSON, CSV, SQL and NoSQL databases, PDF, and binary serialized data structuresUnderstand how and why we use tools such as pandas, SciPy, scikit-learn, Tidyverse, and BashApply useful rules and heuristics for assessing data quality and detecting bias, like Benford's law and the 68-95-99.7 ruleIdentify and handle unreliable data and outliers, examining z-score and other statistical propertiesImpute sensible values into missing data and use sampling to fix imbalancesUse dimensionality reduction, quantization, one-hot encoding, and other feature engineering techniques to draw out patterns in your dataWork carefully with time series data, performing de-trending and interpolationWho this book is

for This book is designed to benefit software developers, data scientists, aspiring data scientists, teachers, and students who work with data. If you want to improve your rigor in data hygiene or are looking for a refresher, this book is for you. Basic familiarity with statistics, general concepts in machine learning, knowledge of a programming language (Python or R), and some exposure to data science are helpful.

Modern Python Cookbook
Apress

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 Cookbook Packt Publishing Ltd

- * 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.