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Python for Software Design Apress
Written for computer programming students, hobbyists, and professionals, FUNDAMENTALS OF PYTHON: DATA STRUCTURES is an introduction to object-oriented design and data structures using the popular Python programming language. The level of instruction assumes at least one semester of programming in an object-oriented language such as Java, C++, or Python. Through the step-by-step instruction and exercises in this book, you'll cover such topics as the design of collection classes with polymorphism and inheritance, multiple implementations of collection interfaces, and the analysis of the space/time tradeoffs of different collection implementations (specifically array-based implementations and link-based implementations). Collections covered include sets, lists, stacks, queues, trees, dictionaries, and graphs. Get ready to dig into Python data structures with FUNDAMENTALS OF PYTHON: DATA STRUCTURES.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow Springer
Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience

to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

Fundamentals of Python "O'Reilly Media, Inc."
Computer programming is a skill that can bring great enjoyment from the creativity involved in designing and implementing a solution to a problem. This classroom-tested and easy-to-follow textbook teaches the reader how to program using Python, an accessible language which can be learned incrementally. Through an extensive use of examples and practical exercises, students will learn to recognize and apply abstract patterns in programming, as well as how to inspect the state of a program using a debugger tool. Features: contains numerous examples and solved practice exercises designed for an interactive classroom environment; highlights several patterns which commonly appear in programs, and presents exercises that reinforce recognition and application of these patterns; introduces the use of a debugger, and includes supporting material that reveals how programs work; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides helpful additional resources for instructors at the associated website: http://cs.luther.edu/~leekent/CS1. This hands-on textbook for active learning in the classroom will enable undergraduates in computer science to develop the necessary skills to begin developing their own programs. It employs Python as the introductory language due to the wealth of support available for programmers.

Fundamentals of Engineering Numerical Analysis Cambridge University Press
Become a better, more productive programmer through a series of projects that will help you deeply understand and master each of the design patterns covered. In this book you will learn to write elegant "Pythonic" code to solve common programming problems. You will also experience design thinking, by identifying design patterns that would be helpful given a specific problem or situation. Python is eating the world. In recent years it has become so much more than a mere object-oriented, scripting language. Design patterns help you think of and solve problems in chunks. They help you to stand on the shoulders of the giants who have come before, instead of having to reinvent the wheel. What You Will Learn Craft cleaner code Increase your effectiveness as a programmer Write more Pythonic code Solve bigger problems Discover optimal solutions to common problems, done in a way that is uniquely Pythonic Who This Book Is For Programmers who are comfortable with Python. It is also guide for people who have mastered other programming languages and who want to make the transition to Python.

Learn Python 3 the Hard Way Cengage Learning
Python Workbook for Beginners with Hands-On ProjectsAre you looking for a hands-on approach to learn Python fast? Or perhaps you have just completed a Python course and are looking for practice questions to test your Python skills.Do you have problems with some Python concepts and are looking for a workbook to

provide you with more questions and solutions to learn from?This workbook is for you.This book is designed to be the accompanying workbook for the book "Learn Python In One Day and Learn It Well (2nd Edition)" by the same author. It can also be used as a standalone workbook for you to test and improve your knowledge of the Python syntax.What this book offers...Carefully designed questionsEach question in this workbook is crafted to help you gradually build your programming skills, focusing on one or two concepts at a time and increasing in level of difficulty as we progress through the chapters.Clear and Easy to Understand SolutionsAll solutions in this book are extensively tested by a group of beta readers. The solutions provided are simplified as much as possible so that they can serve as examples for you to refer to when you are learning a new syntax.Two Projects to Consolidate Your LearningThis workbook also includes two projects at the end to help you consolidate your learning. While the individual chapters prior to the projects help you learn one concept at a time, these two projects require the application of multiple concepts covered in previous chapters and allow you to see how everything works together.What this book aims to do...This workbook is written with one goal in mind - to help new programmers overcome their initial obstacles to learning.A lot of times, when new programmers look at code written by other programmers, they tend to feel intimidated as a lot of the code looks complicated to them. A complete program written by other programmers incorporates many different concepts.The goal of this workbook is to isolate the different concepts so that new programmers can gradually gain competency in the fundamentals of the language before working on bigger projects at the end of the book. Programming does not have to be scary or frustrating when you take one step at a time.Ready to start practicing and building your Python skills? Click the BUY button now to download this workbook.Topics Covered: - Variables and Mathematical Operations in Python- Common data types, including integers, floats, strings- Lists, Tuples and Dictionaries- String Formatting- Accepting user inputs and displaying outputs- Comparison and Condition Statements- Control flow tools in Python- 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- Object Oriented Programming Concepts- Classes, Subclasses and Inheritance..and more...Click the BUY button now to start learning and practicing your Python skills. Learn it fast and learn it well. <u>Introduction to GIS Programming and</u>

Fundamentals with Python and ArcGIS®
Createspace Independent Publishing Platform
Python Programming and Numerical Methods: A Guide for Engineers and Scientists introduces programming tools and numerical methods to engineering and science students, with the goal of helping the students to develop good computational problem-solving techniques through the use of numerical methods and the Python programming language. Part One introduces fundamental programming concepts, using simple examples to put new concepts quickly into practice. Part Two covers the fundamentals of algorithms and numerical analysis at a level that allows students to quickly apply results in practical settings. Includes tips, warnings and "try this" features within each chapter to help the reader develop good programming practice Summaries at the end of each chapter allow for quick access to important information Includes code in Jupyter notebook format that can be directly run online

Python Data Science Handbook Simon and Schuster
Make the Leap From Beginner to Intermediate in Python... Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects What should you learn about Python in the beginning to get a strong foundation? With Python Basics, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with Python, fast! Who Should Read This Book If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift the numerous exercises within

each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed through hours of boring screencasts. I gave up on countless crufty books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista

Python Programming No Starch Press

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

<u>Blueprints for Text Analytics Using Python</u> MIT Press
This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

Fundamentals of Python: First Programs Cengage Learning
Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data

structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

Python Fundamentals "O'Reilly Media, Inc." This student-friendly textbook encourages the development of programming skills through active practice by focusing on exercises that support hands-on learning. The Python Workbook provides a compendium of 186 exercises, spanning a variety of academic disciplines and everyday situations. Solutions to selected exercises are also provided, supported by brief annotations that explain the technique used to solve the problem, or highlight a specific point of Python syntax. This enhanced new edition has been thoroughly updated and expanded with additional exercises, along with concise introductions that outline the core concepts needed to solve them. The exercises and solutions require no prior background knowledge, beyond the material covered in a typical introductory Python programming course. Features: uses an accessible writing style and easy-to-follow structure; includes a mixture of classic exercises from the fields of computer science and mathematics, along with exercises that connect to other academic disciplines; presents the solutions to approximately half of the exercises; provides annotations alongside the solutions, which explain the approach taken to solve the problem and relevant aspects of Python syntax; offers a variety of exercises of different lengths and difficulties;

contains exercises that encourage the development of programming skills using if statements, loops, basic functions, lists, dictionaries, files, and recursive functions. Undergraduate students enrolled in their first programming course and wishing to enhance their programming abilities will find the exercises and solutions provided in this book to be ideal for their needs.

Python Basics Academic Press
Master today's required computer science topics while preparing for further study with Lambert's FUNDAMENTALS OF PYTHON: FIRST PROGRAMS. This book's easygoing approach is ideal for readers with any type of background. The approach starts with simple algorithmic code and then scales into working with functions, objects, and classes as the problems become more complex and require new abstraction mechanisms. Rather than working only with numeric or text-based applications like other introductions, this edition presents graphics, image manipulation, GUIs, and simple networked client/server applications. The author uses Python's standard Turtle graphics module to introduce graphics and to provide open source frameworks for easy image processing and GUI application development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Programming in Python Real Python (Realpython.Com)
THIS TEXTBOOK is about computer science. It is

also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

Python Crash Course, 2nd Edition CRC Press Fundamentals of Python: First ProgramsCengage Learning

Machine Learning Refined Packt Publishing Ltd Combining GIS concepts and fundamental spatial thinking methodology with real programming examples, this book introduces popular Python-based tools and their application to solving real-world problems. It elucidates the programming constructs of Python with its high-level toolkits and demonstrates its integration with ArcGIS Theory. Filled with hands-on computer exercises in a logical learning workflow this book promotes increased interactivity between instructors and students while also benefiting professionals in the field with vital knowledge to sharpen their programming skills. Readers receive expert guidance on modules, package management, and handling shapefile formats needed to build their own mini-GIS. Comprehensive and engaging commentary, robust contents, accompanying datasets, and classroom-tested exercises are all housed here to permit users to become competitive in the GIS/IT job market and industry.

Cambridge IGCSE® and O Level Computer Science Programming Book for Python Springer An intuitive approach to machine learning

covering key concepts, real-world applications, and practical Python coding exercises.

Introduction to Computation and Programming Using Python, second edition Apress

The only way to master a skill is to practice. In Python Workout, author Reuven M. Lerner guides you through 50 carefully selected exercises that invite you to flex your programming muscles. As you take on each new challenge, you'll build programming skill and confidence. Summary The only way to master a skill is to practice. In Python Workout, author Reuven M. Lerner guides you through 50 carefully selected exercises that invite you to flex your programming muscles. As you take on each new challenge, you'll build programming skill and confidence. The thorough explanations help you lock in what you've learned and apply it to your own projects. Along the way, Python Workout provides over four hours of video instruction walking you through the solutions to each exercise and dozens of additional exercises for you to try on your own. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology To become a champion Python programmer you need to work out, building mental muscle with your hands on the keyboard. Each carefully selected exercise in this unique book adds to your Python prowess—one important skill at a time. About the book Python Workout presents 50 exercises that focus on key Python 3 features. In it, expert Python coach

Reuven Lerner guides you through a series of small projects, practicing the skills you need to tackle everyday tasks. You'll appreciate the clear explanations of each technique, and you can watch Reuven solve each exercise in the accompanying videos. What's inside 50 hands-on exercises and solutions Coverage of all Python data types Dozens more bonus exercises for extra practice About the reader For readers with basic Python knowledge. About the author Reuven M. Lerner teaches Python and data science to companies around the world. Table of Contents 1 Numeric types 2 Strings 3 Lists and tuples 4 Dictionaries and sets 5 Files 6 Functions 7 Functional programming with comprehensions 8 Modules and packages 9 Objects 10 Iterators and generators

Python Programming Fundamentals Cengage Learning Ptr

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

Pragmatic AI Franklin, Beedle & Associates, Inc.

Master Powerful Off-the-Shelf Business Solutions for AI and Machine Learning Pragmatic AI will help you solve real-world problems with contemporary machine learning, artificial intelligence, and cloud computing tools. Noah Gift demystifies all the concepts and tools you need to get results—even if you don't have a strong background in math or data science. Gift illuminates powerful off-the-shelf cloud offerings from Amazon, Google, and Microsoft, and demonstrates proven techniques using the Python data science ecosystem. His workflows and examples help you streamline and simplify every step, from deployment to production, and build exceptionally scalable solutions. As you learn how machine language (ML) solutions work, you'll gain a more intuitive understanding of what you can achieve with them and how to maximize their value. Building on these fundamentals, you'll walk step-by-step through building cloud-based AI/ML applications to address realistic issues in sports marketing, project management, product pricing, real estate, and beyond. Whether you're a business professional, decision-maker, student, or programmer, Gift's expert guidance and wide-ranging case studies will prepare you to solve data science problems in virtually any environment. Get and configure all the tools

you'll need Quickly review all the Python you need to start building machine learning applications Master the AI and ML toolchain and project lifecycle Work with Python data science tools such as IPython, Pandas, Numpy, Juypter Notebook, and Sklearn Incorporate a pragmatic feedback loop that continually improves the efficiency of your workflows and systems Develop cloud AI solutions with Google Cloud Platform, including TPU, Colaboratory, and Datalab services Define Amazon Web Services cloud AI workflows, including spot instances, code pipelines, boto, and more Work with Microsoft Azure AI APIs Walk through building six real-world AI applications, from start to finish Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.
Independently Published
The goals of this book Cover programming topics as well as Python . Traditional textbooks do a pretty good job of teaching the basics of a given programming language, but they often do not cover relevant programming topics that are incidental to the language. For example, books will omit sections on programming style, common pitfalls, debugging, good/bad programming practices, and testing. Consequently, by the time you finish the book, you may understand how to program in a language, but you might also have picked up bad habits that will come back to bite you later! One of the goals of these tutorials is to make sure that all of these incidental topics are covered along the way, in the sections where it naturally makes sense to discuss them. When you finish, you will not only know how to program in Python, you will know how NOT to program in Python, which is arguably as important. Provide a lot of examples. Most people learn as much or more from following the examples as they do from reading the text. These tutorials will endeavor to provide plenty of clear, concise examples to show how to apply the concepts you are learning. We will also avoid (as much as possible) the twin evils: the magic hand wave (also known as ...), where in the interest of space part of an example is omitted, and the unexplained new concept, where a new concept that is integral to the example is introduced without any mention of what it is or how it works. Both of these

tend to lead to getting stuck. Provide
practice programs. The end of many lessons
and sections will contain some exercises
that you can attempt to answer on your own,
along with solutions. You can compare your
solution against ours to see what we did
differently, or, if you get stuck, how we
solved the problem. Then you can go back and
refocus on the areas you need more work on.
Most importantly: have fun. Programming can
be a lot of fun, and if you're not generally
having fun, you're not in the right mindset
to be programming. Tired or unhappy
programmers make mistakes, and debugging
code tends to take much longer than writing
it correctly in the first place! Often you
can save yourself some time by going to bed,
getting a good night's sleep, and coming
back to a problem in the morning.