# Think Python Allen B Downey

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*Django for Beginners* "O'Reilly Media, Inc." 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 Meta programming: understand how properties, attribute descriptors, class decorators, and metaclasses work

Think Julia

"O'Reilly Media, Inc."

A pioneering graphic designer shows how to use the computer as an artistic medium in its own right. Most art and technology projects pair artists with engineers or scientists: the artist has the conception, and the technical person provides the know-how. John Maeda is an artist and a computer scientist, and he views the computer not as a substitute for brush and paint but as an artistic medium in its own right. Design By Numbers is a reader-friendly tutorial on both the philosophy and nuts-and-bolts techniques of programming for artists. Practicing what he preaches, Maeda composed Design By Numbers using a computational process he developed specifically for the book. He introduces a programming language and development environment, available on the Web, which can be freely downloaded or run directly within any JAVA-enabled Web browser. Appropriately, the new language is called DBN (for "design by numbers"). Designed for "visual" people—artists, designers, anyone who likes to pick up a pencil and doodle—DBN has very few

commands and consists of elements resembling those of many other languages, such as LISP, LOGO, C/JAVA, and BASIC. Throughout the book, Maeda emphasizes the importance—and delights—of understanding the motivation behind computer programming, as well as the many wonders that emerge from well-written programs. Sympathetic to the "mathematically challenged," he places minimal emphasis on mathematics in the first half of the book. Because computation is inherently mathematical, the book's second half uses intermediate mathematical concepts that generally do not go beyond high-school algebra. The reader who masters the skills so clearly set out by Maeda will be ready to exploit the true character of digital media design.

Think DSP "O'Reilly Media, Inc."

“Brian Overland makes programming simple. . . . To my amazement, his books explain complicated code clearly enough for anyone to understand.” —Art Sedighi, PhD

Tapping into the full power of Python doesn’t have to be difficult. Supercharged Python is written for people who’ve learned the fundamentals of the language but want to take their skills to the next level. After a quick review of Python, the book covers: advanced list and string techniques; all the ways to handle text and binary files; financial applications; advanced techniques for writing classes; generators and decorators; and how to master packages such as Numpy (Numeric Python) to supercharge your applications! Use

profilers and “ magic methods ” to code like a pro Harness the power of regular expressions to process text quickly with a single statement Take advantage of 22 coding shortcuts, along with performance tips, to save time and optimize your code Create really useful classes and objects, for games, simulations, money, mathematics, and more Use multiple modules to build powerful apps while avoiding the “ gotchas ” Import packages to dramatically speed up statistical operations—by as much as 100 times! Refer to the five-part language reference to look up fine points of the language Supercharged Python demonstrates techniques that allow you to write faster and more powerful code, whether you ’ re manipulating large amounts of data or building sophisticated applications. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

**Python for Software Design Pearson Education**

**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 Para Todos* Addison-Wesley Professional

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 for Informatics* "O'Reilly Media, Inc."

Think Python"O'Reilly Media, Inc."

*HT THINK LIKE A COMPUTER SCIEN* Think Python

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

*Think Stats*

Cambridge University Press

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about

values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

*Python Cookbook* "O'Reilly Media, Inc."

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Newnes

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.

Modeling and Simulation in Python "O'Reilly Media, Inc."

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in

Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to: • Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django • Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty • Use data to generate interactive visualizations • Create and customize web apps and deploy them safely online • Deal with mistakes and errors so you can solve your own programming problems If you've been thinking about digging into programming, Python Crash

Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

Python for Everybody Addison-Wesley Professional

Enhances Python skills by working with data structures and algorithms and gives examples of complex systems using exercises, case studies, and simple explanations.

*Learn Python 3 the Hard Way* Samurai Media Limited

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

**Fluent Python** "O'Reilly Media, Inc."

CONCRETE ABSTRACTIONS offers students a hands-on, abstraction-based experience of thinking like a computer scientist. This text covers the basics of programming and data structures, and gives first-time computer science students the opportunity to not only write programs, but to prove theorems and analyze algorithms as well. Students learn a variety of programming styles, including functional programming, assembly-language programming, and object-oriented programming (OOP). While most of the book uses the Scheme programming language, Java is introduced at the end as a second example of an OOP system and to demonstrate concepts of concurrent programming.

*Think Stats* MIT Press

If you know how to program, you're ready to tackle Bayesian statistics. With this book, you'll learn how to solve statistical problems with Python code instead of mathematical formulas, using discrete probability distributions rather than continuous mathematics. Once you get the math out of the way, the Bayesian fundamentals will become clearer and you'll begin to apply these techniques to real-world problems. Bayesian statistical methods are becoming more common and more important, but there aren't many

resources available to help beginners. Based on undergraduate classes taught by author Allen B. Downey, this book's computational approach helps you get a solid start. Use your programming skills to learn and understand Bayesian statistics Work with problems involving estimation, prediction, decision analysis, evidence, and Bayesian hypothesis testing Get started with simple examples, using coins, dice, and a bowl of cookies Learn computational methods for solving real-world problems

Think Python, 2nd Edition No Starch Press

If you're just learning how to program, Julia is an excellent JIT-compiled, dynamically typed language with a clean syntax. This hands-on guide uses Julia 1.0 to walk you through programming one step at a time, beginning with basic programming concepts before moving on to more advanced capabilities, such as creating new types and multiple dispatch. Designed from the beginning for high performance, Julia is a general-purpose language ideal for not only numerical analysis and computational science but also web programming and scripting. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Julia is perfect for students at the high school or college level as well as self-learners and professionals who need to learn programming basics. Start with the basics, including language syntax and semantics Get a clear definition of

each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand types, methods, and multiple dispatch Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design and data structures through case studies

The Hitchhiker's Guide to Python Max Hailperin

Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

Learning Perl MIT Press

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one

level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

Supercharged Python MIT Press 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.

**The Python Programming Language** Jones & Bartlett Learning

Most books that use MATLAB are aimed at readers who know how to program. This book is for people who have never programmed before. As a result, the order of presentation is unusual. The book starts with scalar values and works up to vectors and matrices very gradually. This approach is good for beginning programmers, because it is hard to understand composite objects until you understand basic programming semantics. But there are problems: The MATLAB documentation is written in terms of matrices, and so are the error messages. To mitigate this problem, the book explains the necessary vocabulary early and deciphers some of the messages that beginners find confusing. Many of the examples in the first half of the book are non-standard MATLAB. I address this problem in the second half by translating the examples into a more idiomatic

style. The book puts a lot of emphasis on functions, in part because they are an important tool for controlling program complexity, and also because they are useful for working with MATLAB tools like fzero and ode45. I assume that readers know calculus, differential equations and physics, but not linear algebra. I explain the math as I go along, but the descriptions might not be enough for someone who hasn't seen the material before.

There are small exercises within each chapter, and a few larger exercises at the end of some chapters.