Think Python Allen B Downey

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Think Complexity "O'Reilly Media, Inc."
C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The 2nd edition of Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this 2nd edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Practical C++ Programming thoroughly covers: C++ Syntax Coding standards and style Creation and use of object classes Templates Debugging and optimization Use of the C++ preprocessor File input/output Steve Oualline's clear, easy-going writing style and hands-on approach to learning make Practical C++ Programming a nearly painless way to master this complex but powerful programming language.
HT THINK LIKE A COMPUTER SCIEN Oxford University Press, USA

Businesses are gathering data today at exponential rates and yet few people know how to access it meaningfully. If you're a business or IT professional, this short hands-on guide teaches you how to pull and transform data with SQL in significant ways. You will quickly master the fundamentals of SQL and learn how to create your own databases. Author Thomas Nield provides exercises throughout the book to help you practice your newfound SQL skills at home, without having to use a database server environment. Not only will you learn how to use key SQL statements to find and manipulate your data, but you'll also discover how to efficiently design and manage databases to meet your needs. You'll also learn how to: Explore relational databases, including lightweight and centralized models Use SQLite and SQLiteStudio to create lightweight databases in minutes Query and transform data in meaningful ways by using SELECT, WHERE, GROUP BY, and ORDER BY Join tables to get a more complete view of your business data Build your own tables and centralized databases by using normalized design principles Manage data by learning how to INSERT, DELETE, and UPDATE records

Modeling and Simulation in Python "O'Reilly Media, Inc."
Want to learn how to program and think like a computer scientist? This practical guide gets you started on your programming journey with the help of Perl 6, the younger sister of the popular Perl programming language. Ideal for beginners, this hands-on book includes over 100 exercises with multiple solutions, and more than 1,000 code examples so you can quickly practice what you learn. Experienced programmers—especially those who know Perl 5—will also benefit. Divided into two parts, Think Perl 6 starts with basic concepts that every programmer needs to know, and then focuses on different programming paradigms and some more

advanced programming techniques. With two semesters' worth of lessons, this book is the perfect teaching tool for computer science beginners in colleges and universities. Learn basic concepts including variables, expressions, statements, functions, conditionals, recursion, and loops Understand commonly used basic data structures and the most useful algorithms Dive into object-oriented programming, and learn how to construct your own types and methods to extend the language Use grammars and regular expressions to analyze textual content Explore how functional programming can help you make your code simpler and more expressive
Think Julia "O'Reilly Media, Inc."
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
PySpark Recipes "O'Reilly Media, Inc."
"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."--Provided by publisher.

A Primer on Scientific Programming with Python Createspace Independent Publishing Platform

If you're just getting started with Perl, this is the book you want—whether you're a programmer, system administrator, or web hacker. Nicknamed "the Llama" by two generations of users, this bestseller closely follows the popular introductory Perl course taught by the authors since 1991. This 6th edition covers recent changes to the language up to version 5.14. Perl is suitable for almost any task on almost any platform, from short fixes to complete web applications. Learning Perl teaches you the basics and shows you how to write programs up to 128 lines long—roughly the size of 90% of the Perl programs in use today. Each chapter includes exercises to help you practice what you've just learned. Other books may teach you to program in Perl, but this book will turn you into a Perl programmer. Topics include: Perl data and variable types Subroutines File operations Regular expressions String manipulation (including Unicode) Lists and sorting Process management Smart matching Use of third party modules

Django for Beginners Addison-Wesley Professional

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 for Informatics "O'Reilly Media, Inc."

If you know how to program, you have the skills to turn data into knowledge using the tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. You'll work with a case study throughout the book to help you learn the entire data analysis process—from collecting data and generating statistics to identifying patterns and testing hypotheses. Along the way, you'll become familiar with distributions, the rules of probability, visualization, and many other tools and concepts. Develop your understanding of probability and statistics by writing and testing code Run experiments to test statistical behavior, such as generating samples from several distributions Use simulations to understand concepts that are hard to grasp mathematically Learn topics not usually covered in an introductory course, such as Bayesian estimation Import data from almost any source using Python, rather than be limited to data that has been cleaned and formatted for statistics tools Use statistical inference to answer questions about real-world data

Learn Ruby the Hard Way "O'Reilly Media, Inc."

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, youâ??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 for Software Design Apress

This book shows students how to make Excel do things you thought were impossible, discover macro techniques you won't find anywhere else, and create automated reports that are amazingly powerful. Bill Jelen and Tracy Syrstad help students instantly visualize information, so they can act on it... capture data from anywhere, and use it anywhere... automate Excel 2019's best new features. Students will find simple, step-by-step instructions, real-world case studies, and workbooks packed with bonus examples, macros, and solutions--straight from MrExcel!

Python for Data Analysis Packt Publishing Ltd

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.

Practical C++ Programming Createspace Independent Publishing Platform

If you know how to program, you have the skills to turn data into knowledge, using tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. By working with a single case study throughout this thoroughly revised book, you'll learn the entire process of exploratory data analysis—from collecting data and generating statistics to identifying patterns and testing hypotheses. You'll explore distributions, rules of probability, visualization, and many other tools and concepts. New chapters on regression, time series analysis, survival analysis, and analytic methods will enrich your discoveries. Develop an understanding of probability and statistics by writing and testing code Run experiments to test statistical behavior, such as generating samples from several distributions Use simulations to understand concepts that are hard to grasp mathematically Import data from most sources with Python, rather than rely on data that's cleaned and formatted for statistics tools Use statistical inference to answer questions about real-world data

Clean Code in Python "O'Reilly Media, Inc."

Complexity science uses computation to explore the physical and social sciences. In Think Complexity, you'll use graphs, cellular automata, and agent-based models to study topics in physics, biology, and economics.

Whether you're an intermediate-level Python programmer or a student of computational modeling, you'll delve into examples of complex systems through a series of worked examples, exercises, case studies, and easy-to-understand explanations. In this updated second edition, you will: Work with NumPy arrays and SciPy methods, including basic signal processing and Fast Fourier Transform Study abstract models of complex physical systems, including power laws, fractals and pink noise, and Turing machines Get Jupyter notebooks filled with starter code and solutions to help you re-implement and extend original experiments in complexity; and models of computation like Turmites, Turing machines, and cellular automata Explore the philosophy of science, including the nature of scientific laws, theory choice, and realism and instrumentalism Ideal as a text for a course on computational modeling in Python, Think Complexity also helps self-learners gain valuable experience with topics and ideas they might not encounter otherwise.

Think Bayes Microsoft Press
The programming language Python was conceived in the late 1980s, [1] and its implementation was started in December 1989[2] by Guido van Rossum at CWI in the Netherlands as a successor to the ABC (programming language) capable of exception handling and interfacing with the Amoeba operating system.[3] Van Rossum is Python's principal author, and his continuing central role in deciding the direction of Python is reflected in the title given to him by the Python community, Benevolent Dictator for Life (BDFL).[4][5] Python was named for the BBC TV show Monty Python's Flying Circus.[6] Python 2.0 was released on October 16, 2000, with many major new features, including a cycle-detecting garbage collector (in addition to reference counting) for memory management and support for Unicode. However, the most important change was to the development process itself, with a shift to a more transparent and community-backed process.[7] Python 3.0, a major, backwards-incompatible release, was released on December 3, 2008[8] after a long period of testing. Many of its major features have also been backported to the backwards-compatible Python 2.6 and 2.7.[9] In February 1991, van Rossum published the code (labeled version 0.9.0) to alt.sources.[10] Already present at this stage in development were classes with inheritance, exception handling, functions, and the core datatypes of list, dict, str and so on. Also in this initial release was a module system borrowed from Modula-3; Van Rossum describes the module as "one of Python's major programming units."[1] Python's exception model also resembles Modula-3's, with the addition of an else clause.[3] In 1994 comp.lang.python, the primary discussion forum for Python, was formed, marking a milestone in the growth of Python's userbase.[1] Python reached version 1.0 in January 1994. The major new features included in this release were the functional programming tools lambda, map, filter and reduce. Van Rossum stated that "Python acquired lambda, reduce(), filter() and map(), courtesy of a Lisp hacker who missed them and submitted working patches."[11] The last version released while Van Rossum was at CWI was Python 1.2. In 1995, Van Rossum continued his work on Python at the Corporation for National Research Initiatives (CNRI) in Reston, Virginia whence he released several versions. By version 1.4, Python had acquired several new features. Notable among these are the Modula-3 inspired keyword arguments (which are also similar to Common Lisp's keyword arguments) and built-in support for complex numbers. Also included is a basic form of data hiding by name mangling, though this is easily bypassed.[12] During Van Rossum's stay at CNRI, he launched the Computer Programming for Everybody (CP4E) initiative, intending to make programming more accessible to more people, with a basic "literacy" in programming languages, similar to the basic English literacy and mathematics skills required by most employers. Python served a central role in this: because of its focus on clean syntax, it was already suitable, and CP4E's goals bore similarities to its predecessor, ABC. The project was funded by DARPA.[13] As of 2007, the CP4E project is inactive, and while Python attempts to be easily learnable and not too arcane in its syntax and semantics, reaching out to non-programmers is not an active concern.[14] Here are what people are saying about the book: This is the best beginner's tutorial I've ever seen! Thank you for your effort. -- Walt Michalik The best thing i found was "A Byte of Python," which is simply a brilliant book for a beginner. It's well written, the concepts are well explained with self evident examples. -- Joshua Robin Excellent gentle introduction to programming #Python for beginners -- Shan Rajasekaran Best newbie guide to python -- Nickson Kaigi start to love python with every single page read -- Herbert Feutl perfect beginners guide for python, will give u key to unlock magical world of python

The Python Programming Language O'Reilly Media
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.

The Hitchhiker's Guide to Python "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 diversityâ??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 Hitchhikerâ??s Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Think DSP "O'Reilly Media, Inc."
This book is designed to introduce students to programming and computational thinking through the lens of exploring data. You can think of Python as your tool to solve problems that are far beyond the capability of a spreadsheet. It is an easy-to-use and easy-to learn programming language that is freely available on Windows, Macintosh, and Linux computers. There are free downloadable copies of this book in various electronic formats and a self-

paced free online course where you can explore the course materials. All the supporting materials for the book are available under open and remixable licenses at the www.py4inf.com web site. This book is designed to teach people to program even if they have no prior experience. This book covers Python 2. An updated version of this book that covers Python 3 is available and is titled, "Python for Everybody: Exploring Data in Python 3".

Learning Perl Samurai Media Limited

Python para Todos está diseñado para introducir a los estudiantes en la programación y el desarrollo de software a través de un enfoque en la exploración de datos. Puedes pensar en Python como una herramienta para resolver problemas que están más allá de las capacidades de una simple hoja de cálculo. Python es un lenguaje de programación fácil de usar y sencillo de aprender, disponible de forma gratuita para equipos Macintosh, Windows, o Linux. Una vez que aprendes Python, puedes utilizarlo el resto de tu carrera sin necesidad de comprar ningún software. Existen copias electrónicas gratuitas de este libro en varios formatos, así como material de soporte para el libro, que pues encontrar en es.py4e.com. Los materiales del curso están disponibles bajo una Licencia Creative Commons, de modo que puedes adaptarlos para enseñar tu propio curso de Python.

Think Perl 6 Complete Reference

Learn how to build, test, and deploy real-world web applications using Python and Django.

Python Cookbook MIT Press

Includes complete module guide and details on using Python for RAD--cover.