

Bookmark File PDF Lean  
Python: Learn Just Enough  
Python To Build Useful Tools  
*Lean Python: Learn Just  
Enough Python To Build  
Useful Tools*

**This open access book offers an initial introduction to programming for scientific and computational applications using the Python programming language. The presentation style is compact and example-based, making it suitable for students and researchers with little or no prior experience in programming. The book uses relevant examples from mathematics and the natural sciences to present programming as a practical toolbox that can quickly enable readers to write their own programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using**

**NumPy for numerical computations, which are fundamental building blocks of all programs in data science and computational science. At the same time, readers are introduced to the fundamental concepts of programming, including variables, functions, loops, classes, and object-oriented programming. Accordingly, the book provides a sound basis for further computer science and programming studies.**

**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**

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thorough, detailed examples

**This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this**

**edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment**

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Python To Build Useful Tools  
**(IDE) in the cloud Go beyond generated  
code to truly understand how to build  
Rails applications from scratch Learn  
testing and test-driven development  
(TDD) Effectively use the Model-View-  
Controller (MVC) pattern Structure  
applications using the REST  
architecture Build static pages and  
transform them into dynamic ones  
Master the Ruby programming skills all  
Rails developers need Create high-  
quality site layouts and data models  
Implement registration and  
authentication systems, including  
validation and secure passwords  
Update, display, and delete users  
Upload images in production using a  
cloud storage service Implement  
account activation and password reset,  
including sending email with Rails Add  
social features and microblogging,  
including an introduction to Ajax**

**Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku Python is an intergrated, object-orientated development language for use in computer programming. This text is split into distinct sections, each concentrating on a core angle of the language. The book also contains sections for Web and application development, the two most popular uses for Python. It is designed to teach a programmer how to use Python by explaining the mechanics of Python. The appendixes offer a quick guide to the main features of the Python language, as well as additional guides to non-essential systems such as the IDLE development environment and general guidelines for migrating from another language.**

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**Freecad [How-To]**

**Natural Language Annotation for  
Machine Learning**

**The Next Step for New Python  
Programmers**

**Architecture Patterns with Python  
Mastering Basic Algorithms in the  
Python Language**

**High Performance Python**

**Practical Performant Programming for  
Humans**

Have you ever seen a couple and thought 'what does she see in him?' He might be overweight, bald, badly dressed or just really 'reliable and average', and yet he's with a gorgeous girl. And there you are - smart, intelligent, funny... but single! So what's his secret? The answer is



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remarkably simple. He has something that she wants... and so do you! You just don't know what it is yet. While most men focus on creating the impression THEY THINK is attractive to women, if you play to your natural strengths and her desires in the ways outlined in this book, you'll stand out from the crowd and be an instant hit! This straight-talking dating guide will help you stop sabotaging yourself, and learn how to: get clear on who you are, your values, and what you need to satisfy you. play to your natural strengths, AND her desires. avoid making unspoken schoolboy errors.

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perfect your personal brand.  
understand what modern women  
really want from you.

The second edition of this  
best-selling Python book  
(over 500,000 copies sold!)  
uses Python 3 to teach even  
the technically uninclined  
how to write programs that  
do in minutes what would  
take hours to do by hand.

There is no prior  
programming experience  
required and the book is  
loved by liberal arts majors  
and geeks alike. If you've  
ever spent hours renaming  
files or updating hundreds  
of spreadsheet cells, you  
know how tedious tasks like  
these can be. But what if  
you could have your computer

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do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter

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on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you

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through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*. A hands-on guided introduction to the most powerful and flexible open-source CAD application. An accessible, visual, and creative approach to teaching core coding

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concepts using Python's Processing.py, an open-source graphical development environment. This beginners book introduces non-programmers to the fundamentals of computer coding within a visual, arts-focused context. Tristan Bunn's remarkably effective teaching approach is designed to help you visualize core programming concepts while you make cool pictures, animations, and simulations using Python Mode for the open-source Processing development environment. Right from the first chapter, you'll produce and manipulate colorful drawings, shapes

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and patterns as Bunn walks you through a series of easy-to-follow graphical coding projects that grow increasingly complex. You'll go from drawing with code to animating a bouncing DVD screensaver and practicing data-visualization techniques. Along the way, you'll encounter creative-yet-practical skill-building challenges that relate to everything from video games, cars, and coffee, to fine art, amoebas, and Pink Floyd. As you grow more fluent in both Python and programming in general, topics shift toward the mastery of algorithmic thinking, as you explore

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periodic motion, Lissajous curves, and using classes to create objects. You'll learn about:

- Basic coding theories and concepts, like variables, data types, pixel coordinates, control flow and algorithms
- Writing code that produces drawings, patterns, animations, data visualizations, user interfaces, and simulations
- Using conditional statements, iteration, randomness, lists and dictionaries
- Defining functions, reducing repetition, and making your code more modular
- How to write classes, and create objects to structure code more efficiently

In addition



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to giving you a good grounding in general programming, the skills and knowledge you'll gain in this book are your entry point to coding for an ever-expanding horizon of creative technologies.

Python for Data Analysis

Real-World Python

Recipes for Mastering Python

3

The Ultimate Step-by-Step Guide to Python Programming.

Learn How to Master Big Data

and Their Analysis and

Understand Machine Learning

Learn to Code by Solving

Problems

Python for Beginners with

Hands-On Project. the Only

Book You Need to Start

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Coding in Python Immediately  
Test-Driven Development with  
Python

A Smarter Way to Learn  
Python

I designed a learning system  
for myself that quadrupled  
my aptitude for learning  
computer languages. It  
worked so well for me that  
I've used it to teach coding  
to grandmothers, cab  
drivers, musicians, and  
50,000 other newbies.

Washington University  
research shows that a key  
teaching method I  
use--interactive recall  
practice--improves learning  
performance 400 percent.  
Computer languages are not  
inherently hard to

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understand, even for non-techies. Remembering is the problem. Research shows that you will remember everything if you're repeatedly asked to recall it. That's the beauty of flash cards. But technology offers an even better way to make information stick. With my book you get almost a thousand interactive exercises--they're free online--that embed the whole book in your memory. Algorithms check your work to make sure you know what you think you know. When you stumble, you do the exercise again. You keep trying until you know the chapter cold. The exercises keep you

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engaged, give you extra practice where you're shaky, and prepare you for each next step. Every lesson is built on top of a solid foundation that you and I have carefully constructed. Each individual step is small. But all the little steps add up to real knowledge--knowledge that you retain. You don't need to be a computer genius to learn Python. You just need to be smart about how you learn it.--Amazon.com description.

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight

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ways to do it Still seeking?  
In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right

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things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches Learn only the essential aspects of Python without cluttering up your mind with features you may never use. This compact book is not a "best way to write code" type of book; rather, the author goes over his most-used functions, which are all you need to know as a beginner and some way beyond. Lean Python takes 58 Python methods and functions and whittles them down to 15: as author Paul Gerrard says, "I haven't found a need for the rest." What

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You'll Learn Discover lean Python and how to learn just enough to build useful tools Use Python objects, program structure, I/O, modules and more Handle errors and exceptions Test your code Access the Web; do searching; and persist data Who This Book Is For This book is aimed at three categories of reader: The experienced programmer - if you already know a programming language, this book gives you a shortcut to understanding the Python language and some of its design philosophy. You work in IT and need a programming primer - you might be a tester who needs to have

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more informed technical discussions with programmers. Working through the examples will help you to appreciate the challenge of good programming. First-timer - you want a first book on programming that you can assimilate quickly to help you decide whether programming is for you. A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book *A Mind for Numbers* *A Mind for Numbers* and its wildly popular online companion course "Learning How to Learn" have empowered more than two million



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learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains:

- Why sometimes letting your mind wander is an important part of the

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learning process • How to avoid "rut think" in order to think outside the box • Why having a poor memory can be a good thing • The value of metaphors in developing understanding • A simple, yet powerful, way to stop procrastinating Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

A learner's guide to programming using the Python language

Think Like a Programmer  
Learn Just Enough Python to Build Useful Tools

Automate the Boring Stuff with Python, 2nd Edition  
Uncover the Concepts of

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Functional Programming with  
EcmaScript 8

Learn Web Development with  
Rails

An Introduction to Creative  
Problem Solving

Obey the Testing Goat: Using  
Django, Selenium, and  
JavaScript

**The Complete Beginner ' s Guide  
to Understanding and Building  
Machine Learning Systems with  
Python Machine Learning with  
Python for Everyone will help  
you master the processes,  
patterns, and strategies you  
need to build effective learning  
systems, even if you ' re an  
absolute beginner. If you can  
write some Python code, this  
book is for you, no matter how**

little college-level math you know. Principal instructor Mark E. Fenner relies on plain-English stories, pictures, and Python examples to communicate the ideas of machine learning. Mark begins by discussing machine learning and what it can do; introducing key mathematical and computational topics in an approachable manner; and walking you through the first steps in building, training, and evaluating learning systems. Step by step, you ' ll fill out the components of a practical learning system, broaden your toolbox, and explore some of the field ' s most sophisticated

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Whether you ' re a student, analyst, scientist, or hobbyist, this guide ' s insights will be applicable to every learning system you ever build or use. Understand machine learning algorithms, models, and core machine learning concepts Classify examples with classifiers, and quantify examples with regressors Realistically assess performance of machine learning systems Use feature engineering to smooth rough data into useful forms Chain multiple components into one system and tune its performance Apply machine

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learning techniques to images and text Connect the core concepts to neural networks and graphical models Leverage the Python scikit-learn library and other powerful tools Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning,

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robotics, artificial intelligence, data science, etc. The good news is that it ' s also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic

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elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to



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projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

A project-based approach to learning Python programming for beginners. Intriguing projects teach you how to tackle challenging problems with code. You've mastered the basics. Now you're ready to explore some of Python's more powerful tools. Real-World Python will show you how.

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Through a series of hands-on projects, you'll investigate and solve real-world problems using sophisticated computer vision, machine learning, data analysis, and language processing tools. You'll be introduced to important modules like OpenCV, NumPy, Pandas, NLTK, Bokeh, Beautiful Soup, Requests, HoloViews, Tkinter, turtle, matplotlib, and more. You'll create complete, working programs and think through intriguing projects that show you how to:

- Save shipwrecked sailors with an algorithm designed to prove the existence of God
- Detect asteroids and comets moving

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against a starfield • Program a sentry gun to shoot your enemies and spare your friends

- Select landing sites for a Mars probe using real NASA maps
- Send unbreakable messages based on a book code
- Survive a zombie outbreak using data science
- Discover exoplanets and alien megastructures orbiting distant stars
- Test the hypothesis that we're all living in a computer simulation
- And more!

If you're tired of learning the bare essentials of Python Programming with isolated snippets of code, you'll relish the relevant and geeky fun of Real-World Python!

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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

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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  
A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code  
A Comprehensive Guide to Building Real-World NLP Systems

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Introduction to Scientific  
Programming with Python

Lean Architecture

Python All-in-One For Dummies

The Complete Reference

Using Natural Language

Processing and Machine

Learning

Python Cookbook

*As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But*

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*translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and*

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*aggregates Repository and Unit of  
Work patterns for persistent storage  
Events, commands, and the message  
bus Command-query responsibility  
segregation (CQRS) Event-driven  
architecture and reactive  
microservices*

*Meetings don't need to be terrible.  
They can be the best place for us to  
connect with the people we work  
with and do great things. This book  
presents the Lean Coffee method  
which has since its inception in 2009  
spread across the globe to radically  
shift the way people meet with each  
other.*

*Looking for a reliable way to learn  
how to program on your own,  
without being overwhelmed by*



*confusing concepts? Head First  
Programming introduces the core  
concepts of writing computer  
programs -- variables, decisions,  
loops, functions, and objects --  
which apply regardless of the  
programming language. This book  
offers concrete examples and  
exercises in the dynamic and  
versatile Python language to  
demonstrate and reinforce these  
concepts. Learn the basic tools to  
start writing the programs that  
interest you, and get a better  
understanding of what software can  
(and cannot) do. When you're  
finished, you'll have the necessary  
foundation to learn any  
programming language or tackle*

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*any software project you choose.*

*With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and*

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*learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.*

*??Bonus: Buy the Paperback version of this book, and get the kindle eBook version included for FREE\*\* If you have been trying to learn the Python program for some time now and you have decided this is the time, Python for Beginners is the book that you should get. Start as a beginner and finish as a pro. Not only because of the information that you get from the book, also because of the motivation. Learning about Python the easy way should*

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*be your motto. Most of the content that you are likely to find out there about Python is likely to leave you halfway asleep. However, even though this book has technical stuff (because it is needed), will also give you some fun facts about Python, keep you entertained ,and most importantly, informed. It is important to have a book that can guide you during your first stages of becoming a programmer. When it comes to learning about something as crucial as this, you want to make sure that the first thing you read guides you well - a book that you can refer to from time to time when you want to look into something that concerns the program. The book will*

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*give insights about the two major versions of Python that is Python 2 and 3. You will get to know their differences. You will know the importance of coding and why you need to come up with a good code. If you have been wondering how to install Python on either your Windows or Mac operating system, this is your chance to learn. You will get a step by step guide on how to program via the Tkinter tutorial. There is a lot of information on this book that will prove to be helpful. As a beginner, you will need a lot of information that will add value to your agenda. If you have a dream of one day programming a software with the Python program, don't start*

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*tomorrow - start today! It is important to have a guide that will give you useful throughout your journey. You need to stop procrastinating and start learning how to code the easy way! Start your journey once you buy this book! Inside you will find ?The difference between Python 2 and 3 and how they both work ?A step-by-step guide that will tell you how to install the program on both Windows and Mac ?The organization of the Python code ?The functions that are in Python and why you should use Python while programming ?Learn about the classes and objects in Python ?Get to know how Python code is*

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*organized and the importance of writing a good code ?This and more..... So what are you waiting for???* Scroll back up and order this book NOW.

*Ruby on Rails Tutorial*

*Python for Data Science*

*Python 3 for Absolute Beginners*

*Data Wrangling with Pandas,*

*NumPy, and IPython*

*Learn Python in One Day and Learn*

*It Well (Workbook with Questions,*

*Solutions and Projects)*

*Creative Coding with Processing.py*

*More Than Just Sex*

*Python Programming for Beginners*

Python Algorithms explains the

Python approach to algorithm

analysis and design. Written by

Magnus Lie Hetland, author of *Beginning Python*, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and



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the user is shown how to implement and evaluate others himself.

Learn to Code by Solving Problems is a practical introduction to programming using Python. It uses coding-competition challenges to teach you the mechanics of coding and how to think like a savvy programmer. Computers are capable of solving almost any problem when given the right instructions. That's where programming comes in. This beginner's book will have you writing Python programs right away. You'll solve interesting problems drawn from real coding competitions and build your programming skills as you go. Every chapter presents problems from

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coding challenge websites, where online judges test your solutions and provide targeted feedback. As you practice using core Python features, functions, and techniques, you'll develop a clear understanding of data structures, algorithms, and other programming basics. Bonus exercises invite you to explore new concepts on your own, and multiple-choice questions encourage you to think about how each piece of code works. You'll learn how to:

- Run Python code, work with strings, and use variables
- Write programs that make decisions
- Make code more efficient with while and for loops
- Use Python sets, lists, and dictionaries to organize, sort, and

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search data • Design programs using functions and top-down design •

Create complete-search algorithms and use Big O notation to design more efficient code By the end of the book, you'll not only be proficient in Python, but you'll also understand how to think through problems and tackle them with code. Programming languages come and go, but this book gives you the lasting foundation you need to start thinking like a programmer.

The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul

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breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to:

- Split problems into discrete components to make them easier to solve
- Make the most of code reuse with functions, classes, and libraries
- Pick the perfect data structure for a particular job
- Master more advanced programming tools like recursion and dynamic memory
- Organize your thoughts and

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develop strategies to tackle

particular types of problems

Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

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Python to Build Useful Tools Apress

Beginning Functional JavaScript

Practical Programming for Total

Beginners

Learning How to Learn

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Python To Build Useful Tools

A Guide to Corpus-Building for  
Applications

Learn to Program with Python 3

A Python Programming Primer

Enabling Test-Driven Development,  
Domain-Driven Design, and Event-  
Driven Microservices

Learn Python 3 the Hard Way

Understand functional  
programming concepts and  
the functional nature of  
the JavaScript language.  
Starting with an  
introduction to functional  
programming concepts, you  
will learn the key  
differences between  
imperative and functional  
programming. Diving

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straight into JavaScript functions, you will learn to write them with ES8. Followed by this you will move to higher order functions and learn how 'Function as Data' opens up a world of possibilities. You will then build higher order functions with closures. Arrays will then be introduced, followed by a set of APIs you can use with them. You will learn how to transform one function to another using currying and partial application. The compose function will be discussed

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in detail, followed by functors and monads. After having an in-depth look at applicative functors, you will learn the new features offered in ES8. The concluding chapters of Beginning Functional JavaScript will show you how to use a functional toolkit to build a small library that allows you to develop web applications, followed by tips on testing your functional code. What You Will Learn Discover functional programming concepts such as string padding and async functions Identify



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how functions are treated  
in JavaScript Create a  
functional library that  
mimics Underscore.JS Deep  
dive into ES8 functional  
features such as spread  
operators and generators  
Create a library that  
works like the react-redux  
pattern by following the  
functional paradigm Who  
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succeed—just like the tens of millions of programmers he’s already taught. You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, Zed Shaw taught you the basics of Programming with Python 3. Now, in *Learn More Python 3 the Hard Way*, you’ll go far beyond the basics by working through 52 brilliantly crafted projects. Each one helps you build a key practical skill, combining demos to get you started and

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challenges to deepen your understanding. Zed then teaches you even more in 12 hours of online videos, where he shows you how to break, fix, and debug your code. First, you'll discover how to analyze a concept, idea, or problem to implement in software. Then, step by step, you'll learn to design solutions based on your analyses and implement them as simply and elegantly as possible. Throughout, Shaw stresses process so you can get started and build momentum, creativity to solve new problems, and

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quality so you'll build code people can rely on. Manage complex projects with a programmer's text editor Leverage the immense power of data structures Apply algorithms to process your data structures Master indispensable text parsing and processing techniques Use SQL to efficiently and logically model stored data Learn powerful command-line tools and skills Combine multiple practices in complete projects It'll be hard at first. But soon, you'll just get it—and that will

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feel great! This course will reward you for every minute you put into it. Soon, you'll go beyond merely writing code that runs: you'll craft high-quality Python code that solves real problems. You'll be a serious Python programmer. Perfect for Everyone Who's Already Started Working with Python, including Junior Developers and Seasoned Python Programmers

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corrections as they become available.

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are broken down into  
simple steps to ensure  
that you can easily master  
the Python language even  
if you have never coded  
before. Carefully Chosen  
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are carefully chosen to  
illustrate all concepts.  
In addition, the output  
for all examples are  
provided immediately so  
you do not have to wait  
till you have access to  
your computer to test the  
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a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the



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of programming to comfortably writing small to medium-sized programs in Python. Fully updated for Python 3, with code and examples throughout, the book explains Python coding with an accessible, step-by-step approach designed to bring you comfortably into the world of software development. Real-world analogies make the material understandable, with a wide variety of well-documented examples to illustrate each concept. Along the way, you'll develop short programs

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through a series of coding challenges that reinforce the content of the chapters. Learn to Program with Python 3 guides you with material developed in the author's university computer science courses.

The author's conversational style feels like you're working with a personal tutor. All material is thoughtfully laid out, each lesson building on previous ones.

## What You'll Learn

Understand programming basics with Python, based on material developed in the author's college

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courses Learn core  
concepts: variables,  
functions, conditionals,  
loops, lists, strings, and  
more Explore example  
programs including simple  
games you can program and  
customize Build modules to  
reuse your own code Who  
This Book Is For This book  
assumes no prior  
programming experience,  
and would be appropriate  
as text for a high school  
or college introduction to  
computer science.

Python

A Lean Coffee Book

"A Byte of Python" Is a  
Free Book on Programming

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Using the Python Language.

If All You Know about  
Computers Is How to Save  
Text Files, Then This Is  
the Book for You.

Building Chatbots with  
Python

Machine Learning with  
Python for Everyone

Practical Natural Language  
Processing

How to Succeed in School  
Without Spending All Your  
Time Studying; A Guide for  
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**Python Workbook for Beginners with  
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a hands-on approach to learn Python  
fast? Or perhaps you have just

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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 questions Each question in this workbook is crafted to help you gradually build your programming skills, focusing on one or two concepts

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at a time and increasing in level of difficulty as we progress through the chapters. Clear and Easy to Understand Solutions All 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 Learning This 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

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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.

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There are many more people who want to study programming other than aspiring computer scientists with a passing grade in advanced calculus.

This guide appeals to your intelligence and ability to solve practical problems, while gently teaching the most recent revision of the programming language Python. You can learn solid software design skills and accomplish practical programming tasks, like extending applications and automating everyday processes, even if you have no programming experience at all.

Authors Tim Hall and J P Stacey use everyday language to decode programming jargon and teach Python 3 to the absolute beginner.

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Science and Learn Python Step-by-Step Would you like to: Learn a super competitive skill? Become irreplaceable in the future job market? Upgrade yourself to the ultimate data whizz? If so, then keep reading! Data science is one of the emerging technologies that is set to radically transform the job market. With applications in almost every industry, data science experts will have no shortage of great job offers. But, the whole field may seem a little intimidating if your background is not specific to data science. This book is here to guide you through the field of data science from the very beginning. You will learn the fundamental skills and tools to support your learning process. If you're a beginner, this is the

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book to help you easily understand the basics of data science. To understand data science, you also need a good understanding of how Python helps you design and implement these projects. This guidebook is going to explain how we can get all of this done. Here just a little preview of what you'll find inside this book: A thorough and simple explanation of data science and the way it works Basics of data science and fundamental skills you need to get started Data science libraries you need to learn to become a data whizz A blueprint for the most used frameworks for Python data science How to process and understand the data and design your own projects AND SO MUCH MORE! Even if you're an absolute beginner with little programming

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experience, you will find this book easy to follow and implement. This guide is your first step towards a successful data science career, so don't hesitate! Scroll Up, Click the "Buy Now with 1-Click", and Get Your Copy!

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python.

You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests.

The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and

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Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a

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A Step-by-Step Guide to Programming

A Learner's Guide to Coding and  
Computational Thinking

for Agile Software Development

Python Algorithms

**Many books and courses tackle natural language processing (NLP) problems with toy use cases and well-defined datasets. But if you want to build, iterate, and scale NLP systems in a business setting and tailor them for particular industry verticals, this is your guide. Software engineers and data scientists will**



**learn how to navigate the maze of options available at each step of the journey. Through the course of the book, authors Sowmya Vajjala, Bodhisattwa Majumder, Anuj Gupta, and Harshit Surana will guide you through the process of building real-world NLP solutions embedded in larger product setups. You'll learn how to adapt your solutions for different industry verticals such as healthcare, social media, and retail. With this book, you'll:**

- Understand the wide spectrum of problem statements, tasks, and solution approaches within NLP**
- Implement and evaluate different NLP applications using machine learning and deep learning methods**
- Fine-tune your NLP**

**solution based on your business problem and industry vertical**  
**Evaluate various algorithms and approaches for NLP product tasks, datasets, and stages**  
**Produce software solutions following best practices around release, deployment, and DevOps for NLP systems**  
**Understand best practices, opportunities, and the roadmap for NLP from a business and product leader's perspective**  
**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**

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**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**

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**a brilliant book for a beginner.  
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well explained with self evident  
examples. -- Joshua Robin  
Excellent gentle introduction to  
programming #Python for  
beginners -- Shan Rajasekaran  
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world of python  
What will you learn from this  
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around you is becoming more  
connected, more configurable,  
more programmable, more  
computational. You can remain a  
passive participant, or you can  
learn to code. With Head First**



**Learn to Code** you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, **Head First Learn to Code** uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new

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Language from Scratch and Deep  
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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

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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

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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 Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance

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bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine



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example, you will learn to enable communication with your bot and also take a look at key points of its integration and deployment. The final chapter of Building Chatbots with Python teaches you how to build, train, and deploy your very own chatbot. Using open source libraries and machine learning techniques you will learn to predict conditions for your bot and develop a conversational agent as a web application. Finally you will deploy your chatbot on your own server with AWS. What You Will Learn Gain the basics of natural language processing using Python Collect data

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