
Automate The Boring Stuff With Python Programming Pdf

*Automate The Boring Stuff With
Python Programming Pdf*

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by Brynn & Cody

AUTOMATE THE BORING STUFF WITH PYTHON PROGRAMMING PDF BOOK EVALUATION

Welcome to Automate The Boring Stuff With Python Programming Pdf review area! As serious visitors ourselves, we understand exactly how beneficial it is to find brand-new books that catch our hearts and minds. And that's where we come in - with our thorough publication reviews, we'll assist you find your following favorite read.

Our group of specialist copywriting journalists delves into each story, revealing its toughness and weak points. We'll supply you with a well-crafted Automate The Boring Stuff With Python Programming Pdf that catches the essence of the book and offers you understanding right into what makes it unique.

Whether you're seeking to discover a brand-new category or locate a book that aligns with your interests, we have you covered. So join us on this trip of discovery, as we explore the amazing globe of literary works with each other.

Don't miss our upcoming Automate The Boring Stuff With Python Programming Pdf evaluations - stay tuned for our ideas on the latest and greatest on the planet of publications.

THE SIGNIFICANCE OF AUTOMATE THE BORING STUFF WITH PYTHON PROGRAMMING PDF TESTIMONIALS

As passionate readers, we understand firsthand the relevance of book testimonials when it comes to picking our next read. A well-written Automate The Boring Stuff With Python Programming Pdf can supply important insights right into a tale, such as its plot, characters, and creating design, helping us make notified choices concerning which publications to contribute to our to-be-read heap.

Yet book reviews aren't just helpful for viewers. They additionally play an essential duty in the publishing market, aiding authors and authors advertise their job and get to a broader target market. Favorable testimonials can drive publication sales and boost a writer's recognition, while negative evaluations can trigger required modifications for future editions.

That's why creating thoughtful, useful Automate The Boring Stuff

With Python Programming Pdf reviews is so crucial. They not only inform our own analysis selections however also contribute to the wider literary area.

Why You Must Check Out (and Create) Automate The Boring Stuff With Python Programming Pdf Review

Whether you're a serious reader or simply trying to find your following read, Automate The Boring Stuff With Python Programming Pdf reviews supply useful insights that can assist you choose your following publication. They offer a glimpse into a story's motifs, writing style, and general high quality, giving you a feeling of what to anticipate before you choose it up.

But publication testimonials aren't simply for visitors. They're additionally crucial for writers and authors, as evaluations can have a substantial impact on their success in the market. Favorable evaluations can improve sales and assist brand-new authors gain acknowledgment, while unfavorable reviews can trigger necessary alterations and improvements for future works.

Exactly How Book Reviews Overview Our Analysis Choices

With a lot of books out there, it can be challenging to know where to start. That's where publication evaluates come in. By supplying insights right into a Automate The Boring Stuff With Python Programming Pdf's story, personalities, and composing design, testimonials can assist us pick books that match our interests and preferences.

Reviews can likewise introduce us to new styles and writers we might not have actually uncovered otherwise. They can widen our perspectives and test our perspectives, offering us a much deeper gratitude for the power of narration.

So whether you're a seasoned viewers or just beginning, make sure to make Automate The Boring Stuff With Python Programming Pdf reviews a component of your analysis regimen. You never ever understand-- you might simply find your new preferred book.

COMPONENTS OF AN EXCELLENT AUTOMATE THE BORING STUFF WITH PYTHON PROGRAMMING PDF TESTIMONIAL

Creating a great book testimonial calls for more than simply

summing up the story. As publication customers, we intend to supply our readers with a comprehensive evaluation of the story, the author's creating style, and the total analysis experience. Right here are some vital elements that our book testimonials consist of:

1. Automate The Boring Stuff With Python Programming Pdf Story Recap

A quick summary of the tale is essential to provide visitors context and help them choose if guide deserves their time. However, avoid giving away way too much of the story or any kind of significant looters.

2. Personality Analysis in Automate The Boring Stuff

With Python Programming Pdf

An extensive exam of the personalities is important to recognizing the tale's characteristics. We consider the lead character's motivations, the sustaining characters' duties, and exactly how their partnerships evolve throughout guide.

3. Writing Style Analysis

The author's creating design plays a significant duty fit the analysis experience. We examine the author's use of language, pacing, dialogue, and various other writing methods to examine how well they offer the story of Automate The Boring Stuff With Python Programming Pdf

4. Personal Viewpoint

Our book testimonials of Automate The Boring Stuff With Python Programming Pdf are not simply a summary or evaluation yet additionally an expression of our individual opinions and feelings. We share what we liked and did not like concerning the book and why we would certainly or would certainly not advise it to others.

By consisting of these aspects in our publication testimonials, we aim to offer our readers with an extensive understanding of the book's staminas and weak points. This, in turn, can assist them

make an educated decision regarding whether to review guide or not.

VARIOUS TYPES OF PUBLICATION REVIEWS

Book reviews come in numerous kinds, each with its special function and design. As readers, it's essential to recognize these different sorts of book reviews to know what to expect and just how to interpret them.

Literary Evaluation

A literary evaluation Automate The Boring Stuff With Python Programming Pdf testimonial intends to dive deeply right into the tale's motifs, icons, and motifs. Such testimonials normally focus on the creating design, structure, and literary devices utilized in guide. Literary evaluation publication evaluations are most common in scholastic setups but can likewise be discovered in literary periodicals and internet sites.

Personal Opinion Piece

A personal opinion item is a subjective review of a publication(Automate The Boring Stuff With Python Programming Pdf) that shows the reviewer's individual ideas and sensations. These testimonials can be located on individual blogs, social media sites, and also in significant magazines. Viewpoint pieces aim to provide a reader's unique viewpoint on a book and can be useful for finding books that match individual choices.

Suggestions for Certain Categories of Automate The Boring Stuff With Python Programming Pdf

Suggestion book evaluations are tailored towards readers that are looking for publications in a particular style. These evaluations concentrate on supplying enough info on Automate The Boring Stuff With Python Programming Pdf to help the visitor determine if it's an excellent suitable for them. They are frequently located on publication evaluation websites, book shops, and also on social media sites pages dedicated to particular genres.

Spoiler-Free Review of Automate The Boring Stuff With Python Programming

Pdf

A spoiler-free book evaluation intends to supply adequate info regarding a publication to aid visitors make a decision if they intend to review it without exposing any substantial story factors. These reviews can be located on publication review internet sites, social networks pages, and in magazines.

Relative Testimonial

A relative review contrasts and contrasts 2 or more books, typically of the exact same category or by the exact same author. Such reviews can be useful for readers who intend to recognize just how a book contrasts to others within its style. Relative evaluations are most usual in literary regulars and internet sites.

As you can see, there are many different sorts of book evaluations readily available to viewers. Recognizing the purpose and design of Automate The Boring Stuff With Python Programming Pdf can assist viewers figure out which ones are most valuable for finding their following favorite book. Remain tuned for the following area, where we will certainly explore how to compose a reliable book testimonial!

JUST HOW TO CREATE A AUTOMATE THE BORING STUFF WITH PYTHON PROGRAMMING PDF EVALUATION

If you wish to share your ideas on Automate The Boring Stuff With

Python Programming Pdf and compose a publication review, right here are some suggestions to get you began:

1. Review Automate The Boring Stuff With Python Programming Pdf Very carefully

Prior to you begin writing your book testimonial, see to it you have actually reviewed guide meticulously and understood its plot, personalities, and motifs. Remember while you review to aid you keep in mind vital details.

2. Structure Your Testimonial

A well-structured publication testimonial should have an introduction, a summary of Automate The Boring Stuff With Python Programming Pdf plot, an evaluation of the personalities, and a verdict. Make certain your testimonial moves logically which you have actually included all the required components.

3. Supply Instances

When you are analyzing guide's personalities and creating design, offer instances from the message to support your point of views. This will make your review a lot more persuading and assist viewers comprehend your point of view.

4. Be Honest

When creating Automate The Boring Stuff With Python Programming Pdf review, it is very important to be truthful regarding your viewpoints. Also if you didn't enjoy the book, explain why and offer useful objection. Keep in mind that your review may help various other viewers make a decision whether or not to review guide.

5. Avoid Spoilers of

When writing Automate The Boring Stuff With Python Programming Pdf story summary, stay clear of distributing the ending or any significant story spins. Rather, focus on the key occasions that drive the tale forward.

6. Edit and Proofread

Prior to publishing your Automate The Boring Stuff With Python Programming Pdf evaluation, see to it to modify and proofread it thoroughly. Look for punctuation and grammar mistakes, and

make sure your evaluation makes good sense and streams well.

By adhering to these suggestions, you can compose an effective Automate The Boring Stuff With Python Programming Pdf evaluation that will assist readers make notified decisions about what to review next.

THE IMPACT OF BOOK REVIEWS ON AUTHORS AND PUBLISHERS

As readers, we understand that book evaluations can assist us find our following preferred read. Nevertheless, what we might not understand is the substantial effect publication evaluations have on writers and publishers.

For writers, book testimonials give recognition and exposure for their work. Favorable evaluations can result in enhanced publication sales and a broader audience. On the various other hand, unfavorable testimonials can harm an author's reputation and potentially influence future publication offers.

Publishers likewise greatly count on Automate The Boring Stuff With Python Programming Pdf book reviews. Evaluations can affect their choices on which publications to promote and invest in, as well as aid them evaluate the market's rate of interest in particular styles or writers. Additionally, evaluations can influence the success and appeal of a publication, ultimately impacting book sales and productivity.

It's important to keep in mind that Automate The Boring Stuff With Python Programming Pdf reviews also have a broader influence on the posting market all at once. Favorable reviews

can aid to raise particular genres or authors, resulting in enhanced diversity and depiction in the literary world. On the other hand, adverse testimonials can bolster prejudices and prevent progress in the sector.

The Power of Social Media

Social media site has ended up being an effective device for Automate The Boring Stuff With Python Programming Pdf reviews and can considerably influence a writer's success. Viewers can quickly share their thoughts and referrals on different platforms, such as Goodreads, Twitter, and Instagram. Furthermore, authors and writers commonly actively choose book blog writers, BookTubers, and bookstagrammers to advertise their job and reach larger audiences.

Moreover, social media sites has actually likewise caused a rise in viewers engagement and participation. Viewers can get in touch with writers, join book clubs, and participate in digital publication occasions, every one of which add to a book's success.

In general, book evaluations have a significant effect on the literary world and are important for both viewers and industry professionals. By sharing our thoughts and suggestions, we can aid to form the future of the publishing industry and sustain our favorite writers.

WHERE TO FIND SCHEDULE REVIEWS OF AUTOMATE THE BORING STUFF WITH PYTHON PROGRAMMING

PDF

Are you on the search for book reviews however do not know where to look? Don't stress, we've obtained you covered! Right here are some places where you can find trustworthy and helpful book testimonials:

Book Review Internet Sites

There are lots of internet sites that focus on book evaluations. Goodreads and Amazon are 2 preferred options where you can discover evaluations from fellow viewers. Various other sites, such as BookPage, offer skilled evaluations from expert publication critics.

Online Communities

If you're searching for an extra interactive means to find Automate The Boring Stuff With Python Programming Pdf reviews, online areas like Reddit or BookTube could be your point. These systems have dedicated forums and networks where book lovers from around the globe share their ideas and viewpoints on publications.

Trusted Book Doubters

If you like reviews from professional doubters, look no further than significant publications like The New York Times, The Guardian, or NPR. Their publication testimonial areas are well-

respected and deal insightful reviews of the most recent launches.

So there you have it, a few of the best areas to discover Automate The Boring Stuff With Python Programming Pdf book testimonials. Keep in mind, checking out reviews can assist you make informed decisions about what to review following and can subject you to new writers and categories you might not have thought about previously.

Automate the Boring Stuff with Python, 2nd Edition

Practical Programming for Total Beginners *No Starch Press*

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 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 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 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.

Automate the Boring Stuff with Python

Practical Programming for Total Beginners *No Starch Press*

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 do them for you? In 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. Once you've mastered the basics of programming, you'll create

Python programs that effortlessly perform useful and impressive 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 reminder emails and text notifications -Fill out online forms Step-by-step instructions walk you through each program, and 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*. Note: The programs in this book are written to run on Python 3.

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Excel spreadsheets of any size Split, merge, watermark, and encrypt PDFs Send reminder emails and text notifications Fill out online forms Step-by-step instructions walk you through each program, and 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*. Note: The programs in this book are written to run on Python 3.

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and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter 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 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.

Beyond the Basic Stuff with Python

Best Practices for Writing Clean Code *No Starch Press*

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, *Automate the Boring Stuff with Python*. What's the next step toward becoming a capable, confident software developer? Welcome to *Beyond the Basic Stuff with Python*. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance

your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn:

- Coding style, and how to use Python's Black auto-formatting tool for cleaner code
- Common sources of bugs, and how to detect them with static analyzers
- How to structure the files in your code projects with the Cookiecutter template tool
- Functional programming techniques like lambda and higher-order functions
- How to profile the speed of your code with Python's built-in `timeit` and `cProfile` modules
- The computer science behind Big-O algorithm analysis
- How to make your comments and docstrings informative, and how often to write them
- How to create classes in object-oriented programming, and why they're used to organize code

Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But *Beyond the Basic Stuff with Python* will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic Requirements: Covers Python 3.6

and higher

The Big Book of Small Python Projects

81 Easy Practice Programs *No Starch Press*

Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find The Big Book of Small Python Projects both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create:

- Hangman, Blackjack, and other games to play against your friends or the computer
- Simulations of a forest fire, a million dice rolls, and a Japanese abacus
- Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver
- A first-person 3D maze game
- Encryption programs that use ciphers like ROT13 and Vigenère to conceal text

If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of The Big Book of Small Python Projects. It's proof that good things come in small programs!

Invent Your Own Computer Games with Python, 4E *No Starch Press*

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to:

- Combine loops, variables, and flow control statements into real working programs
- Choose the right data structures for the job, such as lists, dictionaries, and tuples
- Add graphics and animation to your games with the pygame module
- Handle keyboard and mouse input
- Program simple artificial intelligence so you can play against the computer
- Use cryptography to convert text messages into secret code
- Debug your programs and find common errors

As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Coding with Minecraft

Build Taller, Farm Faster, Mine Deeper, and Automate the Boring Stuff *No Starch Press*

A hands-on introduction to coding that teaches you how to

program bots to do cool things in the game you love--Minecraft! This book takes the robotic "turtle" method, and extends it to the 3D, interactive world of Minecraft. You've mined for diamonds, crafted dozens of tools, and built all sorts of structures--but what if you could program robots to do all of that for you in a fraction of the time? In Coding with Minecraft®, you'll create a virtual robot army with Lua, a programming language used by professional game developers. Step-by-step coding projects will show you how to write programs that automatically dig mines, collect materials, craft items, and build anything that you can imagine. Along the way, you'll explore key computer science concepts like data types, functions, variables, and more. Learn how to: - Program robots that make smart decisions with flow control - Reuse code so that your robots can farm any crop you want, including wheat, sugar cane, and even cacti! - Program a factory that generates infinite building supplies - Design an algorithm for creating walls and buildings of any size - Code yourself a pickaxe-swinging robotic lumberjack! - Create a robot that digs mine shafts with stairs so you can explore safely Bonus activities in each chapter will help you take your coding skills to the next level. By the end of the book, you'll understand how powerful coding can be and have plenty of robots at your beck and call.

PYTHON CRASH COURSE

LEARN TO AUTOMATE THE BORING STUFF, PYTHON PROGRAMMING FOR BEGINNERS, LEARN BASICS AND MASTER PYTHON DATA SCIENCE.

55% OFF FOR BOOKSTORES! PYTHON CRASH COURSE

Cracking Codes with Python

An Introduction to Building and Breaking Ciphers *No Starch Press*

Learn how to program in Python while making and breaking ciphers—algorithms used to create and send secret messages! After a crash course in Python programming basics, you'll learn to make, test, and hack programs that encrypt text with classical ciphers like the transposition cipher and Vigenère cipher. You'll begin with simple programs for the reverse and Caesar ciphers and then work your way up to public key cryptography, the type of encryption used to secure today's online transactions, including digital signatures, email, and Bitcoin. Each program includes the full code and a line-by-line explanation of how things work. By the end of the book, you'll have learned how to code in Python and you'll have the clever programs to prove it! You'll also learn how to: - Combine loops, variables, and flow control statements into real working programs - Use dictionary files to instantly detect whether decrypted messages are valid English or gibberish - Create test programs to make sure that your code encrypts and decrypts correctly - Code (and hack!) a working example of the affine cipher, which uses modular arithmetic to encrypt a message - Break ciphers with techniques such as brute-force and frequency analysis There's no better way to learn to code than to play with real programs. Cracking Codes with Python makes the learning fun!

Hands-On Enterprise Automation with Python

Automate common administrative and security tasks with Python *Packt Publishing Ltd*

Invent your own Python scripts to automate your infrastructure
Key Features Make the most of Python libraries and modules to automate your infrastructure Leverage Python programming to automate server configurations and administration tasks Efficiently develop your Python skill set
Book Description Hands-On Enterprise Automation with Python starts by covering the set up of a Python environment to perform automation tasks, as well as the modules, libraries, and tools you will be using. We'll explore examples of network automation tasks using simple Python programs and Ansible. Next, we will walk you through automating administration tasks with Python Fabric, where you will learn to perform server configuration and administration, along with system administration tasks such as user management, database management, and process management. As you progress through this book, you'll automate several testing services with Python scripts and perform automation tasks on virtual machines and cloud infrastructure with Python. In the concluding chapters, you will cover Python-based offensive security tools and learn how to automate your security tasks. By the end of this book, you will have mastered the skills of automating several system administration tasks with Python. What you will learn Understand common automation modules used in Python Develop Python scripts to manage network devices Automate common Linux administration tasks with Ansible and Fabric Managing Linux processes Administrate

VMware, OpenStack, and AWS instances with Python Security automation and sharing code on GitHub Who this book is for Hands-On Enterprise Automation with Python is for system administrators and DevOps engineers who are looking for an alternative to major automation frameworks such as Puppet and Chef. Basic programming knowledge with Python and Linux shell scripting is necessary.

Serious Python

Black-Belt Advice on Deployment, Scalability, Testing, and More *No Starch Press*

An indispensable collection of practical tips and real-world advice for tackling common Python problems and taking your code to the next level. Features interviews with high-profile Python developers who share their tips, tricks, best practices, and real-world advice gleaned from years of experience. Sharpen your Python skills as you dive deep into the Python programming language with Serious Python. You'll cover a range of advanced topics like multithreading and memorization, get advice from experts on things like designing APIs and dealing with databases, and learn Python internals to help you gain a deeper understanding of the language itself. Written for developers and experienced programmers, Serious Python brings together over 15 years of Python experience to teach you how to avoid common mistakes, write code more efficiently, and build better programs in less time. As you make your way through the book's extensive tutorials, you'll learn how to start a project and tackle topics like versioning, layouts, coding style, and automated

checks. You'll learn how to package your software for distribution, optimize performance, use the right data structures, define functions efficiently, pick the right libraries, build future-proof programs, and optimize your programs down to the bytecode. You'll also learn how to: - Make and use effective decorators and methods, including abstract, static, and class methods - Employ Python for functional programming using generators, pure functions, and functional functions - Extend flake8 to work with the abstract syntax tree (AST) to introduce more sophisticated automatic checks into your programs - Apply dynamic performance analysis to identify bottlenecks in your code - Work with relational databases and effectively manage and stream data with PostgreSQL If you've been looking for a way to take your Python skills from good to great, Serious Python will help you get there. Learn from the experts and get seriously good at Python with Serious Python!

Hacking Secret Ciphers with Python *Createspace Independent Pub*

Hacking Secret Ciphers with Python not only teaches you how to write in secret ciphers with paper and pencil. This book teaches you how to write your own cipher programs and also the hacking programs that can break the encrypted messages from these ciphers. Unfortunately, the programs in this book won't get the reader in trouble with the law (or rather, fortunately) but it is a guide on the basics of both cryptography and the Python programming language. Instead of presenting a dull laundry list of concepts, this book provides the source code to several fun programming projects for adults and young adults.

PowerShell for Sysadmins

Workflow Automation Made Easy *No Starch Press*

Learn to use PowerShell, Microsoft's scripting language, to automate real-world tasks that IT professionals and system administrators deal with every day. Save Time. Automate. PowerShell® is both a scripting language and an administrative shell that lets you control and automate nearly every aspect of IT. In PowerShell for Sysadmins, five-time Microsoft® MVP "Adam the Automator" Bertram shows you how to use PowerShell to manage and automate your desktop and server environments so that you can head out for an early lunch. You'll learn how to: • Combine commands, control flow, handle errors, write scripts, run scripts remotely, and test scripts with the PowerShell testing framework, Pester • Parse structured data like XML and JSON, work with common domains (like Active Directory, Azure, and Amazon Web Services), and create a real-world server inventory script • Design and build a PowerShell module to demonstrate PowerShell isn't just about ad-hoc scripts • Use PowerShell to create a hands-off, completely automated Windows deployment • Build an entire Active Directory forest from nothing but a Hyper-V host and a few ISO files • Create endless Web and SQL servers with just a few lines of code! Real-world examples throughout help bridge the gap between theory and actual system, and the author's anecdotes keep things lively. Stop with the expensive software and fancy consultants. Learn how to manage your own environment with PowerShell for Sysadmins and make everyone happy. Covers Windows PowerShell v5.1

Impractical Python Projects

Playful Programming Activities to Make You Smarter *No Starch Press*

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palindromes - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless

educational, geeky fun with Impractical Python Projects.

Make Python Talk

Build Apps with Voice Control and Speech Recognition *No Starch Press*

A project-based book that teaches beginning Python programmers how to build working, useful, and fun voice-controlled applications. This fun, hands-on book will take your basic Python skills to the next level as you build voice-controlled apps to use in your daily life. Starting with a Python refresher and an introduction to speech-recognition/text-to-speech functionalities, you'll soon ease into more advanced topics, like making your own modules and building working voice-controlled apps. Each chapter scaffolds multiple projects that allow you to see real results from your code at a manageable pace, while end-of-chapter exercises strengthen your understanding of new concepts. You'll design interactive games, like Connect Four and Tic-Tac-Toe, and create intelligent computer opponents that talk and take commands; you'll make a real-time language translator, and create voice-activated financial-market apps that track the stocks or cryptocurrencies you are interested in. Finally, you'll load all of these features into the ultimate virtual personal assistant – a conversational VPA that tells jokes, reads the news, and gives you hands-free control of your email, browser, music player, desktop files, and more. Along the way, you'll learn how to: ● Build Python modules, implement animations, and integrate live data into an app ● Use web-scraping skills for voice-controlling podcasts, videos, and web searches ● Fine-tune the

speech recognition to accept a variety of input ● Associate regular tasks like opening files and accessing the web with speech commands ● Integrate functionality from other programs into a single VPA with computational knowledge engines to answer almost any question Packed with cross-platform code examples to download, practice activities and exercises, and explainer images, you'll quickly become proficient in Python coding in general and speech recognition/text to speech in particular.

Effective Python

59 Specific Ways to Write Better Python *Pearson Education*

"It's easy to start writing code with Python: that's why the language is so immensely popular. However, Python has unique strengths, charms, and expressivity that can be hard to grasp at first -- as well as hidden pitfalls that can easily trip you up if you aren't aware of them. Effective Python will help you harness the full power of Python to write exceptionally robust, efficient, maintainable, and well-performing code. Utilizing the concise, scenario-driven style pioneered in Scott Meyers's best-selling Effective C++, Brett Slatkin brings together 53 Python best practices, tips, shortcuts, and realistic code examples from expert programmers. Through realistic examples, Slatkin uncovers little-known Python quirks, intricacies, and idioms that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Drawing on

his deep understanding of Python's capabilities, Slatkin offers practical advice for each major area of development with both Python 3.x and Python 2.x. Coverage includes: * Algorithms * Objects * Concurrency * Collaboration * Built-in modules * Production techniques * And more Each section contains specific, actionable guidelines organized into items, each with carefully worded advice supported by detailed technical arguments and illuminating examples. Using Effective Python, you can systematically improve all the Python code you write: not by blindly following rules or mimicking incomprehensible idioms, but by gaining a deep understanding of the technical reasons why they make sense."--[Source inconnue].

Python Crash Course

A Hands-On, Project-Based Introduction to Programming *No Starch Press*

Python Crash Course is a fast-paced, thorough introduction to Python that 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 about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handful libraries, and a simple web app you can deploy online. As you work through

Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with 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 seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Python Automation Cookbook

75 Python automation ideas for web scraping, data wrangling, and processing Excel, reports, emails, and more, 2nd Edition *Packt Publishing Ltd*

Get a firm grip on the core processes including browser automation, web scraping, Word, Excel, and GUI automation with Python 3.8 and higher Key Features Automate integral business processes such as report generation, email marketing, and lead generation Explore automated code testing and Python's growth in data science and AI automation in three new chapters Understand techniques to extract information and generate appealing graphs, and reports with Matplotlib Book Description In this updated and extended version of Python Automation Cookbook, each chapter now comprises the newest recipes and is revised to align with Python 3.8 and higher. The book includes three new chapters that focus on using Python for test

automation, machine learning projects, and for working with messy data. This edition will enable you to develop a sharp understanding of the fundamentals required to automate business processes through real-world tasks, such as developing your first web scraping application, analyzing information to generate spreadsheet reports with graphs, and communicating with automatically generated emails. Once you grasp the basics, you will acquire the practical knowledge to create stunning graphs and charts using Matplotlib, generate rich graphics with relevant information, automate marketing campaigns, build machine learning projects, and execute debugging techniques. By the end of this book, you will be proficient in identifying monotonous tasks and resolving process inefficiencies to produce superior and reliable systems. What you will learn Learn data wrangling with Python and Pandas for your data science and AI projects Automate tasks such as text classification, email filtering, and web scraping with Python Use Matplotlib to generate a variety of stunning graphs, charts, and maps Automate a range of report generation tasks, from sending SMS and email campaigns to creating templates, adding images in Word, and even encrypting PDFs Master web scraping and web crawling of popular file formats and directories with tools like BeautifulSoup Build cool projects such as a Telegram bot for your marketing campaign, a reader from a news RSS feed, and a machine learning model to classify emails to the correct department based on their content Create fire-and-forget automation tasks by writing cron jobs, log files, and regexes with Python scripting Who this book is for Python Automation Cookbook - Second Edition is for developers, data enthusiasts or

anyone who wants to automate monotonous manual tasks related to business processes such as finance, sales, and HR, among others. Working knowledge of Python is all you need to get started with this book.

Learn Python 3 the Hard Way

A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code *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

Mastering Machine Learning with Python in Six Steps

A Practical Implementation Guide to Predictive Data Analytics Using Python *Apress*

Explore fundamental to advanced Python 3 topics in six steps, all designed to make you a worthy practitioner. This updated version's approach is based on the "six degrees of separation" theory, which states that everyone and everything is a maximum of six steps away and presents each topic in two parts: theoretical concepts and practical implementation using suitable Python 3 packages. You'll start with the fundamentals of Python 3 programming language, machine learning history, evolution, and the system development frameworks. Key data mining/analysis concepts, such as exploratory analysis, feature dimension reduction, regressions, time series forecasting and their efficient implementation in Scikit-learn are covered as well. You'll also learn commonly used model diagnostic and tuning techniques. These include optimal probability cutoff point for class creation, variance, bias, bagging, boosting, ensemble voting, grid search, random search, Bayesian optimization, and the noise reduction technique for IoT data. Finally, you'll review advanced text mining

techniques, recommender systems, neural networks, deep learning, reinforcement learning techniques and their implementation. All the code presented in the book will be available in the form of iPython notebooks to enable you to try out these examples and extend them to your advantage. What You'll Learn Understand machine learning development and frameworks Assess model diagnosis and tuning in machine learning Examine text mining, natural language processing (NLP), and recommender systems Review reinforcement learning and CNN Who This Book Is For Python developers, data engineers, and machine learning engineers looking to expand their knowledge or career into machine learning area.

Automate the Boring Stuff with Python, 2nd Edition

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 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 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 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.

Python for Excel "O'Reilly Media, Inc."

While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of *xlwings*, a popular open source package for automating Excel with Python--shows experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze

data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot

Head First Python

A Brain-Friendly Guide "O'Reilly Media, Inc."

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python 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 concepts? This multi-sensory learning experience is designed for the way your brain really works.

Programming for Computations - Python

A Gentle Introduction to Numerical Simulations with Python Springer

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Python 101 Lulu.com

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

Python Flash Cards

Syntax, Concepts, and Examples

Effective Computation in Physics

Field Guide to Research with Python "O'Reilly Media, Inc."

More physicists today are taking on the role of software

developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

Python Projects *John Wiley & Sons*

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction.

With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

Perl One-Liners

130 Programs That Get Things Done *No Starch Press*

Part of the fun of programming in Perl lies in tackling tedious tasks with short, efficient, and reusable code. Often, the perfect tool is the one-liner, a small but powerful program that fits in one line of code and does one thing really well. In Perl One-Liners, author and impatient hacker Peteris Krums takes you through

more than 100 compelling one-liners that do all sorts of handy things, such as manipulate line spacing, tally column values in a table, and get a list of users on a system. This cookbook of useful, customizable, and fun scripts will even help hone your Perl coding skills, as Krumins dissects the code to give you a deeper understanding of the language. You'll find one-liners that: * Encode, decode, and convert strings * Generate random passwords * Calculate sums, factorials, and the mathematical constants π and e * Add or remove spaces * Number lines in a file * Print lines that match a specific pattern * Check to see if a number is prime with a regular expression * Convert IP address to decimal form * Replace one string with another And many more! Save time and sharpen your coding skills as you learn to conquer those pesky tasks in a few precisely placed keystrokes with Perl One-Liners.

Radar RF Circuit Design *Artech House*

This authoritative new resource presents practical techniques for optimizing RF and microwave circuits for applications in radar systems design with an emphasis on current and emerging technologies. Professionals learn how to design RF components for radar systems and how to choose appropriate materials and packaging methods. This book explains how to integrate components while avoiding higher-level assembly issues and troubleshooting problems on the measurement bench. Theory and practical information are provided while addressing topics ranging from heat removal to digital circuit integration. This book is divided into three sections: the first section introduces the basics of microwave design, including transmission line theory

and common materials used in RF circuits. The methods for creating accurate device models for both passive and active circuits are presented. The second part details the design of power amplifiers, low noise amplifiers, and passive elements. Both conventional and state-of-the-art design techniques are included with ample 'tips and tricks.' The last section concludes with a focus on component integration providing details on design methods for military operations, high manufacturing yield, and preventing measurement issues.

Learning Python

Powerful Object-Oriented Programming *"O'Reilly Media, Inc."*

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

Python Crash Course, 2nd Edition

A Hands-On, Project-Based Introduction to Programming *No Starch Press*

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 Kids

A Playful Introduction To Programming *No Starch Press*

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to:

- Use fundamental data structures like lists, tuples, and maps
- Organize and reuse your code with

functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Python for Data Analysis

Data Wrangling with Pandas, NumPy, and IPython "O'Reilly Media, Inc."

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

pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

EJB 3 in Action *Simon and Schuster*

Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully

revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first edition of EJB 3 in Action. Table of Contents PART 1 OVERVIEW OF THE EJB LANDSCAPE What's what in EJB 3 A first taste of EJB PART 2 WORKING WITH EJB COMPONENTS Building business logic with session beans Messaging and developing MDBs EJB runtime context, dependency injection, and crosscutting logic Transactions and security Scheduling and timers Exposing EJBs as web services PART 3 USING EJB WITH JPA AND CDI JPA entities Managing entities JPQL Using CDI with EJB 3 PART 4 PUTTING EJB INTO ACTION Packaging EJB 3 applications Using WebSockets with EJB 3 Testing and EJB

Scratch 3 Programming Playground

Learn to Program by Making Cool Games *No Starch Press*

A project-filled introduction to coding that shows kids how to build programs by making cool games. Scratch, the colorful drag-and-drop programming language, is used by millions of first-time learners worldwide. Scratch 3 features an updated interface, new programming blocks, and the ability to run on tablets and smartphones, so you can learn how to code on the go. In Scratch 3 Programming Playground, you'll learn to code by making cool games. Get ready to destroy asteroids, shoot hoops, and slice and dice fruit! Each game includes easy-to-follow instructions

with full-color images, review questions, and creative coding challenges to make the game your own. Want to add more levels or a cheat code? No problem, just write some code. You'll learn to make games like: • Maze Runner: escape the maze! • Snaaaaaake: gobble apples and avoid your own tail • Asteroid Breaker: smash space rocks • Fruit Slicer: a Fruit Ninja clone • Brick Breaker: a remake of Breakout, the brick-breaking classic • Platformer: a game inspired by Super Mario Bros Learning how to program shouldn't be dry and dreary. With Scratch 3 Programming Playground, you'll make a game of it! Covers: Scratch 3

Effective Python

59 Specific Ways to Write Better Python

Automate the Boring Stuff with Python

Practical Programming for Total Beginners

The Python Language Reference Manual *Network Theory.*

This is a printed edition of the official Python language reference manual from the Python 3.2 distribution. It describes the syntax of Python 3 and its built-in datatypes and operators. Python is an interpreted object-oriented programming language, suitable for rapid application development and scripting. This manual is intended for advanced users who need a complete description of the Python 3 language syntax and object system. A simpler tutorial suitable for new users of Python is available in the

companion volume "An Introduction to Python (for Python version 3.2)" (ISBN 978-1-906966-13-3). For each copy of this manual sold USD 1 is donated to the Python Software Foundation by the publisher, Network Theory Ltd.