A Byte Of Python Swaroop Ch

Elements of Programming Interviews in Python
"A Byte of Python" Is a Free Book on Programming Using the Python Language. If All You Know about Computers Is How to Save Text Files, Then This Is the Book for You.
Automate the Boring Stuff with Python, 2nd Edition
Python
Mastering Python
Programming for Computations - Python
Think Python
Learning Python
Python Data Science Handbook
Hello! Python
Introducing Python
Learning Python
Effective Python
Recipes for Mastering Python 3
Taming PYTHON By Programming
A Byte of Python
Powerful Object-Oriented Programming
Managing writing systems using orthography profiles
Python For Dummies
Exploring Information
Python 101
Learn to Code by Solving Problems
MySQL for Python
Introduction to Computing & Problem Solving With PYTHON
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Tools and algorithms for analyzing images
Python for Informatics
A Gentle Introduction to Numerical Simulations with Python
Beginning Perl
Python Tricks
How to Think Like a Computer Scientist
Python for Software Design
59 Specific Ways to Write Better Python
Python Parallel Programming Cookbook
Vi IMproved, Vim
HT THINK LIKE A COMPUTER SCIEN
IronPython in Action
Programming Computer Vision with Python

GONZALEZ MORGAN

Elements of Programming Interviews in Python "O'Reilly Media, Inc."
This is a book for those of us who believed that we didn’t need to learn Perl, and now we know it is more ubiquitous than ever. Perl is extremely flexible and powerful, and it isn’t afraid of Web 2.0 or the cloud. Originally touted as the duct tape of the Internet, Perl has since evolved into a multipurpose, multiplatform language present absolutely everywhere: heavy-duty web applications, the cloud, systems administration, natural language processing, and financial engineering. Beginning Perl, Third Edition provides valuable insight into Perl’s role regarding all of these tasks and more. Commencing with a comprehensive overview of language basics, you’ll learn all about important concepts such as Perl’s data types and control flow constructs. This material sets the stage for a discussion of more complex topics, such as writing custom functions, using regular expressions, and file input and output. Next, the book moves on to the advanced topics of object-oriented programming, modules, web programming, and database administration with Perl’s powerful database interface module, DBI. The examples and code provided offer you all of the information you need to start writing your own powerful scripts to solve the problems listed above, and many more. Whether you are a complete novice or an experienced programmer, Beginning Perl, Third Edition offers an ideal guide to learning Perl.
Addison-Wesley Professional
Summary Hello! Python fully covers the building blocks of Python programming and gives you a gentle introduction to more advanced topics such as object-oriented programming, functional programming, network programming, and program design. New (or nearly new) programmers will learn most of what they need to know to start using Python immediately. About this Book Programmers love Python because it's fast and efficient. Shouldn't learning Python be just the same? Hello! Python starts quickly and simply, with a line of Python code. You'll learn the basics the right way--by writing your own programs. Along the way, you'll get a gentle introduction to more advanced concepts and new programming styles.> No experience with Python needed. Exposure to another programming language is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What Makes Hello! Python special Learn Python fast Even if you've never written a line of code before, you'll be writing real Python apps in just an hour or two. Great examples There's something new in every chapter, including games, web programming with Django, databases, and more. User Friendly guides Using lots of illustrations and a down-to-earth writing style, this book invites you to explore Python along with half-a-dozen traveling companions from the User Friendly cartoon strip.
========== Table of Contents Why Python? Hunt the Wumpus Interacting with theWorld Getting Organized Business-Oriented Programming Classes and Object-oriented Programming Sufficiently Advanced Technology Django! Gaming with Pyglet Twisted Networking Django Revisted! Where to from Here?
"A Byte of Python" Is a Free Book on Programming Using the Python Language. If All You Know about Computers Is How to Save Text Files, Then This Is the Book for You. "O'Reilly Media, Inc."
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.
Automate the Boring Stuff with Python, 2nd Edition Createspace Independent Publishing Platform
Real Linux users don't use GUIs. No matter how popular, slick and sophisticated the interfaces become for Linux and UNIX, you'll always need to be able to navigate in a text editor. The vi editor is the original standard UNIX full screen editor. It's been around almost since UNIX began and it has changed very little. To get around the limitations of vi the people at Bram Moolenaar created the vim editor (the name stand for VI iMproved). It contains many more features than the old vi editor including: help, multiple windows, syntax highlighting, programmer support, and HTML support. All of the books published to date focus on vi alone not the expanded vim shipping with every major Linux distribution. In true New Riders' form, the vim reference will be a definitive, concise reference for the professional Linux user and developer. This tutorial takes a task oriented approach allowing you to learn only the commands that make your job easier.
Python Packt Publishing Ltd
Have you ever... - Wanted to work at an exciting futuristic company? - Struggled with an interview problem that could have been solved in 15 minutes? - Wished you could study real-world computing problems? If so, you need to read Elements of Programming Interviews (EPI). EPI is your comprehensive guide to interviewing for software development roles. The core of EPI is a collection of over 250 problems with detailed solutions. The problems are representative of interview questions asked at leading software companies. The problems are illustrated with 200 figures, 300 tested programs, and 150 additional variants. The book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview, common mistakes, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. We also provide a summary of data structures, algorithms, and problem solving patterns. Coding problems are presented through a series of chapters on basic and advanced data structures, searching, sorting, algorithm design principles, and concurrency. Each chapter stars with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a broad and thought-provoking set of problems. A practical, fun approach to computer science fundamentals, as seen through the lens of common programming interview questions. Jeff Atwood/Co-founder, Stack Overflow and Discourse
Mastering Python John Wiley & Sons
After providing an introduction to the Perl programming language, this helpful guide teaches computer networking using Perl. Topics discussed include ethernet network analysis, programming standard Internet protocols, and exploring mobile agent

programming. * Each chapter provides a general discussion of the technologies under consideration, the support for programming the technologies as provided by Perl, and implementations of working examples * Covers Mobile Agent Technology, which is set to become one of the "next big things" on the Internet * Further information is supplied, including a listing of Web and print resources, programming exercises, and tips to expand the reader's understanding of the material

Programming for Computations - Python Language Science Press

For many users, working in the Unix environment means usingvi, a full-screen text editor available on most Unix systems. Even those who knowvioften make use of only a small number of its features. Learning the vi Editoris a complete guide to text editing withvi. Topics new to the sixth edition include multiscreen editing and coverage of fourviclones:vim,elvis,nvi, andvileand their enhancements tovi, such as multi-window editing, GUI interfaces, extended regular expressions, and enhancements for programmers. A new appendix describesvi's place in the Unix and Internet cultures. Quickly learn the basics of editing, cursor movement, and global search and replacement. Then take advantage of the more subtle power ofvi. Extend your editing skills by learning to useex, a powerful line editor, from withinvi. For easy reference, the sixth edition also includes a command summary at the end of each appropriate chapter. Topics covered include: Basic editing Moving around in a hurry Beyond the basics Greater power withex Global search and replacement Customizingviandex Command shortcuts Introduction to theviclones' extensions Thenvi,elvis,vim, andvileeditors Quick reference toviandexcommands viand the Internet

Think Python Pearson Education

A fast, easy-to-follow and clear tutorial to help you develop Parallel computing systems using Python. Along with explaining the fundamentals, the book will also introduce you to slightly advanced concepts and will help you in implementing these techniques in the real world. If you are an experienced Python programmer and are willing to utilize the available computing resources by parallelizing applications in a simple way, then this book is for you. You are required to have a basic knowledge of Python development to get the most of this book.

Learning Python Apress

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 Data Science Handbook Springer

Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and advanced parts of the Python code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get familiar with the different ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to functools.wraps and coroutines and how they work. Later on you will learn to use asyncio module for asynchronous clients and servers. You will also get familiar with different testing systems such as py.test, doctest, and unittest, and debugging tools such as Python debugger and faulthandler. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. Style and Approach This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with an authoritative understanding of the underlying rationale for how, when, and why to use them.

Hello! Python Network Theory.

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

interface design, data structures, and GUI-based programs through case studies

Introducing Python Sams

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!

Learning Python Cambridge University Press

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 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

Effective Python Apress

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Recipes for Mastering Python 3 Simon and Schuster

An innovative reference reveals the many capabilites of the Python Standard Library, which is a compilation of commonly used procedures that can be pasted into a Python script, by providing over 300 real-world example scripts. Original. (Intermediate/Advanced)

Taming PYTHON By Programming Samurai Media Limited

This book is designed to introduce students to programming and computational thinking through the lens of exploring data. You can think of Python as your tool to solve problems that are far beyond the capability of a spreadsheet. It is an easy-to-use and easy-to learn programming language that is freely available on Windows, Macintosh , and Linux computers. There are free downloadable copies of this book in various electronic formats and a self-paced free online course where you can explore the course materials. All the supporting materials for the book are available under open and remixable licenses. This book is designed to teach people to program even if they have no prior experience.

A Byte of Python "O'Reilly Media, Inc."

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

Powerful Object-Oriented Programming Lulu.com

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

Managing writing systems using orthography profiles "O'Reilly Media, Inc."

This text is a practical guide for linguists, and programmers, who work with data in multilingual computational environments. We introduce the basic concepts needed to understand how writing systems and character encodings function, and how they work together at the intersection between the Unicode Standard and the International Phonetic Alphabet. Although these standards are often met with frustration by users, they nevertheless provide language researchers and programmers with a consistent computational architecture needed to process, publish and analyze lexical data from the world's languages. Thus we bring to light common, but not always transparent, pitfalls which researchers face when working with Unicode and IPA. Having identified and overcome these pitfalls involved in making writing systems and character encodings syntactically and semantically interoperable (to the extent that they can be), we created a suite of open-source Python and R tools to work with languages using orthography profiles that describe author- or document-specific orthographic conventions. In this cookbook we describe a formal specification of orthography profiles and provide recipes using open source tools to show how users can segment text, analyze it, identify errors, and to transform it into different written forms for comparative linguistics research. This book is a prime example of open publishing as envisioned by Language Science Press. It is open access, has accompanying open source software, has open peer review, versioning and so on. Read more in this blog post.

Packt Publishing Ltd

bull; Demonstrates how Python is the perfect language for text-processing functions. bull; Provides practical pointers and tips that emphasize efficient, flexible, and maintainable approaches to text-processing challenges. bull; Helps programmers develop solutions for dealing with the increasing amounts of data with

which we are all inundated.

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