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Effective Python 59
Specific Ways To Write
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NUNEZ RIDDLE

MIT Press

Master the secret tools every Python programmer needs to know Professional Python goes beyond the basics to teach beginner- and intermediate-level Python programmers the little-known tools and constructs that build concise, maintainable code. Design better architecture and write easy-to-understand code using highly adoptable techniques that result in more robust

and efficient applications. Coverage includes Decorators, Context Managers, Magic Methods, Class Factories, Metaclasses, Regular Expressions, and more, including advanced methods for unit testing using asyncio and CLI tools. Each topic includes an explanation of the concept and a discussion on applications, followed by hands-on tutorials based on real-world scenarios. The "Python 3 first" approach covers multiple current versions, while ensuring long-term relevance. Python offers many tools and techniques for writing better code, but often confusing documentation

leaves many programmers in the dark about how to use them. This book shines a light on these incredibly useful methods, giving you clear guidance toward building stronger applications. Learn advanced Python functions, classes, and libraries Utilize better development and testing tools Understand the "what," "when," "why," and "how" More than just theory or a recipe-style walk-through, this guide helps you learn — and understand — these little-known tools and techniques. You'll streamline your workflow while improving the quality of your output, producing more robust applications with cleaner code and stronger architecture. If you're ready to take your Python skills to the next level, Professional Python is the invaluable guide that will get you

there.

Introducing Python "O'Reilly Media, Inc."

Effective Python aims to provide the reader with an understanding of the "Pythonic" way of writing programs: the best way to use Python. New programmers will learn the best practices of Python's features.

Experienced programmers will learn how to embrace the strangeness of a new tool with confidence. Like other Effective books, this book will be organized in a series of short items. Each chapter will cover a broad but related set of subjects. Each item will provide clear and concise guidance to the reader about how they can write Python programs more effectively. Each item will provide advice on what to do, what to avoid, how to

strike the right balance, and why this is the best choice. Effective Python will prepare growing programmers to make a big impact using Python.

Python Tricks Packt Publishing Ltd

In this substantive yet accessible book, pioneering software designer Alexander Stepanov and his colleague Daniel Rose illuminate the principles of generic programming and the mathematical concept of abstraction on which it is based, helping you write code that is both simpler and more powerful. If you're a reasonably proficient programmer who can think logically, you have all the background you'll need. Stepanov and Rose introduce the relevant abstract algebra and number theory with exceptional clarity. They carefully explain the problems

mathematicians first needed to solve, and then show how these mathematical solutions translate to generic programming and the creation of more effective and elegant code. To demonstrate the crucial role these mathematical principles play in many modern applications, the authors show how to use these results and generalized algorithms to implement a real-world public-key cryptosystem. As you read this book, you'll master the thought processes necessary for effective programming and learn how to generalize narrowly conceived algorithms to widen their usefulness without losing efficiency. You'll also gain deep insight into the value of mathematics to programming—insight that will prove invaluable no matter what

programming languages and paradigms you use. You will learn about How to generalize a four thousand-year-old algorithm, demonstrating indispensable lessons about clarity and efficiency Ancient paradoxes, beautiful theorems, and the productive tension between continuous and discrete A simple algorithm for finding greatest common divisor (GCD) and modern abstractions that build on it Powerful mathematical approaches to abstraction How abstract algebra provides the idea at the heart of generic programming Axioms, proofs, theories, and models: using mathematical techniques to organize knowledge about your algorithms and data structures Surprising subtleties of simple programming tasks and what you can learn from them How practical

implementations can exploit theoretical knowledge
Python for Data Analysis "O'Reilly Media, Inc."
 Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues,

along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix and vector computations Use tools to compile Python down to machine code Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on local or remote clusters Deploy code faster using tools like Docker

Network Programmability and Automation Addison-Wesley

Professional

If you're an experienced Ruby programmer, Effective Ruby will help you harness Ruby's full power to write more robust, efficient, maintainable, and well-performing code. Drawing on nearly a decade of Ruby experience, Peter J. Jones brings together 48 Ruby best practices, expert tips, and shortcuts—all supported by realistic code examples. Jones offers practical advice for each major area of Ruby development, from modules to memory to metaprogramming. Throughout, he uncovers little-known idioms, quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. Each item contains specific, actionable, clearly organized guidelines; careful advice; detailed technical arguments;

and illuminating code examples. When multiple options exist, Jones shows you how to choose the one that will work best in your situation. *Effective Ruby* will help you systematically improve your code—not by blindly following rules, but by thoroughly understanding Ruby programming techniques. Key features of this concise guide include How to avoid pitfalls associated with Ruby's sometimes surprising idiosyncrasies What you should know about inheritance hierarchies to successfully use Rails (and other large frameworks) How to use misunderstood methods to do amazingly useful things with collections Better ways to use exceptions to improve code reliability Powerful metaprogramming approaches (and techniques to avoid) Practical, efficient testing solutions,

including MiniTest Unit and Spec Testing How to reliably manage RubyGem dependencies How to make the most of Ruby's memory management and profiling tools How to improve code efficiency by understanding the Ruby interpreter's internals

Effective Python Newnes

Are you a seasoned Java developer who wishes to learn Python? Perhaps you've just joined a project where a chunk of system integration code is written in Python. Or maybe you need to implement a report generation module in the next sprint and your colleague mentioned that Python would be the perfect tool for the job. In any case, if you are in a situation where you have to pick up the Python programming language overnight, this book is just for

you! Hit the ground running and gain a fast-paced overview of what the Python language is all about, the syntax that it uses and the ecosystem of libraries and tools that surround the language. This concise book doesn't spend time on details from an introductory programming course or document every single Python feature. Instead, Python for the Busy Java Developer is designed for experienced Java developers to obtain sufficient familiarity with the language and dive into coding, quickly.

What You'll Learn Discover the fundamentals of the core Python language and how they compare to Java

Understand Python syntax and the differences between Python 2.x and 3.x

Explore the Python ecosystem, its standard libraries, and how to implement

them

Who This Book Is For Working programmers who are comfortable with Java or another object-oriented programming language such as C#

Fluent Python Apress

Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

Practices of the Python Pro No Starch Press

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features

and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers:

- Python data model: understand how special methods are the key to the consistent behavior of objects
- Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age
- Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns
- Object-oriented idioms:

- build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance
- Control flow: leverage context managers, generators, coroutines, and concurrency with the `concurrent.futures` and `asyncio` packages
- Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

Supercharged Python Dan Bader

TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript. Author Dan

Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas, following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You'll advance from a beginning or intermediate user familiar with the basics to an advanced user who knows how to use the language well.

Effective TypeScript is divided into eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript

Effective TypeScript No Starch Press
Effective SQL brings together the hands-on solutions and practical insights you need to solve a wide range of complex

problems with SQL, and to design databases that make it far easier to manage data in the future. Leveraging the proven format of the best-selling Effective series, it focuses on providing clear, practical explanations, expert tips, and plenty of realistic examples -- all in full color. Drawing on their immense experience as consultants and instructors, three world-class database experts identify specific challenges, and distill each solution into five pages or less. Throughout, they provide well-annotated SQL code designed for all leading platforms, as well as code for specific implementations ranging from SQL Server to Oracle and MySQL, wherever these vary or permit you to achieve your goal more efficiently. Going beyond mere syntax, the authors also

show how to avoid poor database design that makes it difficult to write effective SQL, how to improve suboptimal designs, and how to work around designs you can't change. You'll also find detailed sections on filtering and finding data, aggregation, subqueries, and metadata, as well as specific solutions for everything from listing products to scheduling events and defining data hierarchies. Simply put, if you already know the basics of SQL, *Effective SQL* will help you become a world-class SQL problem-solver.

Lightweight Django Addison-Wesley Professional

Like sysadmins before them, network engineers are finding that they cannot do their work manually anymore. As the field faces new protocols, technologies,

delivery models, and a pressing need for businesses to be more agile and flexible, network automation is becoming essential. This practical guide shows network engineers how to use a range of technologies and tools—including Linux, Python, JSON, and XML—to automate their systems through code. Network programming and automation will help you simplify tasks involved in configuring, managing, and operating network equipment, topologies, services, and connectivity. Through the course of the book, you'll learn the basic skills and tools you need to make this critical transition. This book covers: Python programming basics: data types, conditionals, loops, functions, classes, and modules Linux fundamentals to provide the foundation you need on your

network automation journey Data formats and models: JSON, XML, YAML, and YANG for networking Jinja templating and its applicability for creating network device configurations The role of application programming interfaces (APIs) in network automation Source control with Git to manage code changes during the automation process How Ansible, Salt, and StackStorm open source automation tools can be used to automate network devices Key tools and technologies required for a Continuous Integration (CI) pipeline in network operations

[A Primer on Scientific Programming with Python](#) Springer

How can you take advantage of the Django framework to integrate complex client-side interactions and real-time

features into your web applications? Through a series of rapid application development projects, this hands-on book shows experienced Django developers how to include REST APIs, WebSockets, and client-side MVC frameworks such as Backbone.js into new or existing projects. Learn how to make the most of Django's decoupled design by choosing the components you need to build the lightweight applications you want. Once you finish this book, you'll know how to build single-page applications that respond to interactions in real time. If you're familiar with Python and JavaScript, you're good to go. Learn a lightweight approach for starting a new Django project Break reusable applications into smaller services that communicate with

one another Create a static, rapid prototyping site as a scaffold for websites and applications Build a REST API with django-rest-framework Learn how to use Django with the Backbone.js MVC framework Create a single-page web application on top of your REST API Integrate real-time features with WebSockets and the Tornado networking library Use the book's code-driven examples in your own projects [Invent Your Own Computer Games with Python, 4th Edition](#) "O'Reilly Media, Inc." 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-handly 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

Effective SQL "O'Reilly Media, Inc." What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be

a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for

journeymen programmers and expert mentors alike.” —John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” —Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and

money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working,

maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful

examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Python in a Nutshell Packt Publishing Ltd

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

Mastering Python John Wiley & Sons

Violent Python shows you how to move from a theoretical understanding of offensive computing concepts to a practical implementation. Instead of relying on another attacker's tools, this book will teach you to forge your own weapons using the Python programming language. This book demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts. It also shows how to write code to intercept and analyze network traffic using Python, craft and spoof wireless frames to attack wireless and Bluetooth devices, and how to data-mine popular

social media websites and evade modern anti-virus. Demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts Write code to intercept and analyze network traffic using Python. Craft and spoof wireless frames to attack wireless and Bluetooth devices Data-mine popular social media websites and evade modern anti-virus

Effective Ruby John Wiley & Sons

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.

Learn Python 3 the Hard Way 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.

Modular Programming with Python

Addison-Wesley Professional

An encyclopedic handbook on audio programming for students and professionals, with many cross-platform open source examples and a DVD covering advanced topics. This comprehensive handbook of mathematical and programming techniques for audio signal processing will be an essential reference for all

computer musicians, computer scientists, engineers, and anyone interested in audio. Designed to be used by readers with varying levels of programming expertise, it not only provides the foundations for music and audio development but also tackles issues that sometimes remain mysterious even to experienced software designers. Exercises and copious examples (all cross-platform and based on free or open source software) make the book ideal for classroom use. Fifteen chapters and eight appendixes cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic

synthesis and music programming. Appendixes cover topics in compiling, audio and MIDI, computing, and math. An accompanying DVD provides an additional 40 chapters, covering musical and audio programs with micro-controllers, alternate MIDI controllers, video controllers, developing Apple Audio Unit plug-ins from Csound opcodes, and audio programming for the iPhone. The sections and chapters of the book are arranged progressively and topics can be followed from chapter to chapter and from section to section. At the same time, each section can stand alone as a self-contained unit. Readers will find *The Audio Programming Book* a trustworthy companion on their journey through making music and programming audio on modern computers.

The Audio Programming Book Addison-Wesley Professional

"I don't even feel like I've scratched the surface of what I can do with Python"
With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to mastering Python, so you can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the "hidden gold" in Python's standard library and start writing clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you

should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: "I kept

thinking that I wished I had access to a book like this when I started learning Python many years ago." - Mariatta Wijaya, Python Core Developer "This book makes you write better Python code!" - Bob Belderbos, Software Developer at Oracle "Far from being just a shallow collection of snippets, this

book will leave the attentive reader with a deeper understanding of the inner workings of Python as well as an appreciation for its beauty." - Ben Felder, Pythonista "It's like having a seasoned tutor explaining, well, tricks!" - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc.

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