Head First Python 2nd Edition

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learn how to code while you write programs that effortlessly perform useful feats of automation the second edition of this international fan favorite includes a brand new chapter on input validation gmail and google sheets automations tips for updating csv files and more if you ve ever spent hours renaming files or updating spreadsheet cells you know how tedious tasks like these can be but what if you could have your computer do them for you automate the boring stuff with python 2nd edition teaches even the

technically uninclined how to write programs that do in minutes what would take hours to do by hand no prior coding experience required this new fully revised edition of al sweigart s bestselling pythonic classic automate the boring stuff with python covers all the basics of python 3 while exploring its rich library of modules for performing specific tasks like scraping data off the filling out forms renaming files organizing folders sending email responses and merging splitting or encrypting pdfs there s also a brand new chapter on input validation tutorials on automating gmail and google sheets tips on automatically updating csv files and other recent feats of automations that improve your efficiency detailed step by step instructions walk you through each program allowing you to create useful tools as you build out your programming skills 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 boring tasks no longer have to take to get through and neither does learning python

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put the fun back in python programming and build your skills as you create 3d simulations and graphics speech recognition machine learning systems iot devices and more the fully updated 2nd edition is here now with 5 brand new projects harness the power of python as you turn code into tangible creations with python playground a collection of 15 inventive projects that will expand your programming horizons spark your curiosity and elevate your coding skills go beyond the basics as you write programs to generate art and music simulate real world phenomena and interact with hardware all through the use of python and common libraries such as numpy matplotlib and pillow as you work through the book s projects you will craft intricate spirograph like designs with parametric equations and the

turtle module generate music by synthesizing plucked string sounds transform everyday images into ascii art photomosaics and eye popping autostereograms design engaging cellular automata and flocking simulations explore the realm of 3d graphics from basic shape rendering to visualizing mri scan data build a raspberry pi powered laser show that dances along with music new to this edition we ve expanded your playground with five new projects you II draw fractals bring conway s game of life into 3d space and use a raspberry pi and python to create a musical instrument an iot garden monitor and even a machine learning driven speech recognition system whether you re a seasoned professional or just getting started you II find python playground to be a great way to learn experiment with and master this versatile programming language covers python 3 x

learn how to code while you write programs that effortlessly perform useful feats of automation the second edition of this international fan favorite includes a brand new chapter on input validation gmail and google sheets automations tips for updating csv files and more if you ve ever spent hours renaming files or updating spreadsheet cells you know how tedious tasks like these can be but what if you could have your computer do them for you automate the boring stuff with python 2nd edition teaches even the technically uninclined how to write programs that do in minutes what would take hours to do by hand no prior coding experience required this new fully revised edition of al sweigart s bestselling pythonic classic automate the boring stuff with python covers all the basics of python 3 while exploring its rich library of modules for performing specific tasks like scraping data off the filling out forms renaming files organizing folders sending email responses and merging splitting or encrypting pdfs there s also a brand new chapter on input validation tutorials on automating gmail and google sheets tips on automatically updating csv files and other recent feats of automations that improve your efficiency detailed step by step instructions walk you through each program allowing you to create useful tools as you build out your programming skills 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 boring tasks no longer have to take to get through and neither does learning python

the best selling python book in the world with over 1 million copies sold a fast paced no nonsense updated guide to programming in python if you ve been thinking about learning how to code or picking up python this internationally bestselling guide to the most popular programming language is your quickest easiest way to get started and go even if you have no experience whatsoever python crash course 2nd edition will have you writing programs solving problems building computer games and creating data visualizations in no time you II begin with basic concepts like variables lists classes and loops with the help of fun skill strengthening exercises for every topic then move on to making interactive

programs and best practices for testing your code later chapters put your new knowledge into play with three cool projects a 2d space invaders style arcade game a set of responsive data visualizations you II build with python s handy libraries pygame matplotlib plotly django and a customized web app you can deploy online why wait any longer start your engine and code

learn python guickly a programmer friendly guide description most programmerÕs learning python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language instead they are looking for something that can get them off the ground quickly they are looking for similarities and differences in a feature that they have used in other language s this book should help them immediately it guides you from the fundamentals of using module through the use of advanced object orientation key features strengthens the foundations as detailed explanation of programming language concepts are given in simple manner Ê lists down all the important points that you need to know related to various topics in an organized manner prepares you for coding related interview and theoretical questions provides in depth explanation of complex topics and questions focuses on how to think logically to solve a problem follows a systematic approach that will help you to prepare for an interview in short duration of time exercises are exceptionally useful to complete the readerÕs understanding of a topic Ê what will you learn data types control flow instructions console file input output strings list tuples list comprehension sets dictionaries functions lambdas dictionary comprehension modules classes and objects inheritance operator overloading exception handling iterators generators decorators command line parsing Ê who this book is for students programmers researchers and software developers who wish to learn the basics of python programming language Ê table of contentsÊ 1 introduction to python 2 python basicsÊÊÊÊ 3 strings 4 decision control instruction 5 repetition control instruction 6 console input output 7 lists 8 tuples 9 sets 10 dictionaries 11 comprehensions 12 functions 13 recursion 14 functional programming 15 modules and packages 16 namespaces 17 classes and objects 18 intricacies of classes and objects 19 containership and inheritance 20 iterators and generators 21 exception handling 22 file input outputÊ 23 miscellany 24 multi threading 25 synchronization

this book introduces the reader to all the key concepts and technologies needed to begin developing their own bioinformatics tools the new edition includes more bioinformatics specific content and a new chapter on good software engineering practices to help people working in teams

analyze data like a pro even if you re a beginner practical sql is an approachable and fast

paced guide to sal structured guery language the standard programming language for defining organizing and exploring data in relational databases anthony debarros a journalist and data analyst focuses on using sql to find the story within your data the examples and code use the open source database postgresal and its companion paddmin interface and the concepts you learn will apply to most database management systems including mysal oracle salite and others you II first cover the fundamentals of databases and the sql language then build skills by analyzing data from real world datasets such as us census demographics new york city taxi rides and earthquakes from us geological survey each chapter includes exercises and examples that teach even those who have never programmed before all the tools necessary to build powerful databases and access information quickly and efficiently you II learn how to create databases and related tables using your own data aggregate sort and filter data to find patterns use functions for basic math and advanced statistical operations identify errors in data and clean them up analyze spatial data with a geographic information system postgis create advanced queries and automate tasks this updated second edition has been thoroughly revised to reflect the latest in sql features including additional advanced guery techniques for wrangling data this edition also has two new chapters an expanded set of instructions on for setting up your system plus a chapter on using postgresql with the popular json data interchange format learning sql doesn t have to be dry and complicated practical sql delivers clear examples with an easy to follow approach to teach you the tools you need to build and manage your own databases microsoft sql server employs a variant of the language called t sql which is not covered by practical sql

the new edition of an introductory text that teaches students the art of computational problem solving covering topics ranging from simple algorithms to information visualization this book introduces students with little or no prior programming experience to the art of computational problem solving using python and various python libraries including pylab it provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data the book is based on an mit course which became the most popular course offered through mit s opencourseware and was developed for use not only in a conventional classroom but in in a massive open online course mooc this new edition has been updated for python 3 reorganized to make it easier to use for courses that cover only a subset of the material and offers additional material including five new chapters students are introduced to python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration bisection search and efficient approximation algorithms although it covers such traditional topics as computational complexity and simple algorithms the book focuses on a wide range of topics not found in most introductory texts including

information visualization simulations to model randomness computational techniques to understand data and statistical techniques that inform and misinform as well as two related but relatively advanced topics optimization problems and dynamic programming this edition offers expanded material on statistics and machine learning and new chapters on frequentist and bayesian statistics

coding for beginners in easy steps 2nd edition will appeal to anyone of any age who wants to begin coding computer programs use this guide to help you quickly create a programming environment on your computer then in easy steps learn how to write python code to create your programs store information in data structures control program flow using control structures create re usable blocks of program code code powerful algorithms and classes for object oriented programming oop all features are illustrated using the python language color coding convention and all code is available to download free making it even easier includes comparison examples in c c and java to give you a rounded view of computer coding ideal for newcomers to programming including youngsters needing to learn coding for the school curriculum all in easy steps table of contents 1 getting started 2 saving data 3 performing operations 4 making lists 5 controlling blocks 6 creating functions 7 sorting algorithms 8 importing libraries 9 managing text 10 programming objects 11 building interfaces 12 developing apps 13 transferring skills

thoroughly revised for the latest version of python this book explains basic concepts in a clear and explicit way that takes very seriously one thing for granted that the reader knows nothing about computer programming addressed to anyone who has no prior programming knowledge or experience but a desire to learn programming with python it teaches the first thing that every novice programmer needs to learn which is algorithmic thinking \(\subseteq \text{lgorithmic thinking involves more than just learning code it is a problem solving \(\) process that involves learning how to code this edition contains all the popular features of the previous edition and adds a significant number of exercises as well as extensive revisions and updates apart from python s lists it now also covers dictionaries while a brand new section provides an effective introduction to the next field that a programmer needs to work with which is object oriented programming oop this book has a class course structure with questions and exercises at the end of each chapter so you can test what you have learned right away and improve your comprehension with 250 solved and 450 unsolved exercises 475 true false about 150 multiple choice and 200 review questions and crosswords the solutions and the answers to which can be found on the internet this book is ideal for novices or average programmers for self study high school students first year college or university students teachers professors anyone who wants to start learning or teaching computer programming using the proper conventions and techniques

geometry management event handling and more key features a practical guide to learn the application of python and gui programming with tkinter create multiple cross platform real world projects by integrating host of third party libraries and tools learn to build beautiful and highly interactive user interfaces targeting multiple devices book description tkinter is the built in gui package that comes with standard python distributions it is a cross platform package which means you build once and deploy everywhere it is simple to use and intuitive in nature making it suitable for programmers and non programmers alike this book will help you master the art of gui programming it delivers the bigger picture of gui programming by building real world productive and fun applications such as a text editor drum machine game of chess audio player drawing application piano tutor chat application screen saver port scanner and much more in every project you will build on the skills acquired in the previous project and gain more expertise you will learn to write multithreaded programs network programs database driven programs asyncio based programming and more you will also get to know the modern best practices involved in writing gui apps with its rich source of sample code you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice what you will learn a practical guide to help you learn the application of python and gui programming with tkinter create multiple cross platform real world projects by integrating a host of third party libraries and tools learn to build beautiful and highly interactive user interfaces targeting multiple devices who this book is for this book is for a beginner to intermediate level pythonists who want to build modern cross platform gui applications with the amazingly powerful tkinter prior knowledge of tkinter is required

if you re a developer getting into networking for the first time or an it pro looking to build practical automation skills this second edition gives you a clear and structured path to master essential networking concepts and become a confident hands on python network administrator if you re looking to automate repetitive networking tasks build tools for infrastructure or become a network administrator you II find this book teaching all the skills structure and mindset to make it happen you II start off by getting the basics of python down and then quickly move on to tcp udp and socket programming you ll work with protocols like http ftp dns and email and you II use python to automate everyday network tasks as you read on you II dive into modern network automation using netmiko paramiko and napalm manage asynchronous tasks with asyncio and set up monitoring and analysis workflows through snmp ping3 iperf3 and locust you II also use simpy to simulate networks program firewalls scanning encryption and vpns you II also get to work on configuration management and orchestration using ansible this will teach you how to automate server and network setups manage software lifecycles enforce standards and integrate python for advanced logic this book is all about clarity and practicality using simple easy to follow examples that work in the real world it s not meant to deal with

complicated business scenarios but it does cover the most important routine and common jobs of network programming key features learn the basics of python syntax and data structures for network automation get the hang of tcp udp and socket programming for real communication tasks practice your skills with http ftp dns and email protocols using real world python scripts set up ssh connections and device configurations using netmiko paramiko and napalm take charge of asynchronous network operations with python s asyncio library keep an eye on look at and test networks using snmp ping3 iperf3 locust and simpy make your network security stronger by using firewalls scanning ssl tls and vpn configurations take advantage of the napalm and git integration to automate your configuration management and version control with ansible playbooks roles and automation workflows you can orchestrate server and network setups table of content introduction to python and networking top udp and socket programming working with application layer exploring network automation network monitoring and analysis network security and python working with apis and network services network programming with asyncio network testing and simulation network configuration management ansible and puthon

a revised introduction to the linux operating system for beginning hackers and penetration testers if you re just getting started along the exciting path of hacking cybersecurity and pentesting linux basics for hackers is an excellent introduction with kali linux an operating system designed for digital forensics and penetration testing you II learn the basics of using linux and acquire the tools and techniques you II need to take control of a linux environment first you II learn how to install kali on a virtual machine and get an introduction to basic linux concepts next you II tackle broader linux topics like manipulating text controlling file and directory permissions and managing user environment variables you II then focus on foundational hacking concepts like security and anonymity and learn scripting skills with bash and python practical tutorials and exercises throughout will reinforce and test your skills as you learn how to cover your tracks by changing your network information and manipulating the journalctl logging utility write a tool to scan for network connections and connect and listen to wireless networks keep your internet activity stealthy using tor proxy servers vpns and encrypted email write a bash script to find potential attack targets over a range of ip addresses use and abuse services like mysql the apache web server and openssh build your own hacking tools such as remote spy cameras and password crackers new to this edition this second edition has been updated to address recent changes to kali and linux including a more secure approach to root privileges updates to bluetooth and linux logging functions and a new chapter with advice on ai in cybersecurity hacking is complex and there is no single way in why not start at the beginning with linux basics for hackers

google and youtube use python because it s highly adaptable easy to maintain and allows for rapid development if you want to write high quality efficient code that s easily integrated with other languages and tools this hands on book will help you be productive with python quickly whether you re new to programming or just new to python it s an easy to follow self paced tutorial based on author and python expert mark lutz s popular training course each chapter contains a stand alone lesson on a key component of the language and includes a unique test your knowledge section with practical exercises and quizzes so you can practice new skills and test your understanding as you go you II find lots of annotated examples and illustrations to help you get started with python 3 0 learn about python s major built in object types such as numbers lists and dictionaries create and process objects using python statements and learn python s general syntax model structure and reuse code using functions python s basic procedural tool learn about python modules packages of statements functions and other tools organized into larger components discover python s object oriented programming tool for structuring code learn about the exception handling model and development tools for writing larger programs explore advanced python tools including decorators descriptors metaclasses and unicode processing

cd rom contains programming examples from the book and a demo of the pythonworks ide

beginning python games development second edition teaches you how to create compelling games using python and the pygame games development library it will teach you how to create visuals do event handling create 3d games add media elements and integrate opengl into your python game in this update to the first ever book to cover the popular open source pygame games development library you II stand to gain valuable technical insights and follow along with the creation of a real world freely downloadable video game written by industry veterans and python experts will mcgugan and harrison kinsley this is a comprehensive practical introduction to games development in python you can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world s largest game developers

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