

# Learn Python 3 The Hard Way A Very Simple Introduction To The Terrifyingly Beautiful World Of Computers And Code Zed Shaws Hard Way

Programming for Computations - Python  
Learn to Program with Python 3  
Learning SQL  
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Modern Python Cookbook  
Python Cookbook  
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Data Sense  
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Naked Statistics: Stripping the Dread from the Data

## Programming for Computations - Python

“Brilliant, funny . . . the best math teacher you never had.”—San Francisco Chronicle  
Once considered tedious, the field of statistics is rapidly evolving into a discipline Hal Varian, chief economist at Google, has actually called “sexy.” From batting averages and political polls to game shows and medical research, the real-world application of statistics continues to grow by leaps and bounds. How can we catch schools that cheat on standardized tests? How does Netflix know which movies you’ll like? What is causing the rising incidence of autism? As best-selling author Charles Wheelan shows us in *Naked Statistics*, the right data and a few well-chosen statistical tools can help us answer these questions and more. For those who slept through Stats 101, this book is a lifesaver. Wheelan strips away the arcane and technical details and focuses on the underlying intuition that drives statistical analysis. He clarifies key concepts such as inference, correlation, and regression analysis, reveals how biased or careless parties can manipulate or misrepresent data, and shows us how brilliant and creative researchers are exploiting the valuable data from natural experiments to tackle thorny questions. And in Wheelan’s trademark style, there’s not a dull page in sight. You’ll encounter clever Schlitz Beer marketers leveraging basic probability, an International Sausage Festival illuminating the tenets of the central limit theorem, and a head-scratching choice from the famous game show *Let’s Make a Deal*—and you’ll come away with insights each time. With the wit, accessibility, and sheer fun that turned *Naked Economics* into a bestseller, Wheelan defies the odds yet again by bringing another essential, formerly unglamorous discipline to life.

## **Learn to Program with Python 3**

Robert's Rules of Order Newly Revised, commonly referred to as Robert's Rules of Order, RONR, or simply Robert's Rules, is the most widely used manual of parliamentary procedure in the United States. It governs the meetings of a diverse range of organizations-including church groups, county commissions, homeowners associations, nonprofit associations, professional societies, school boards, and trade unions-that have adopted it as their parliamentary authority. The manual was first published in 1876 by .US Army officer Henry Martyn Robert, who adapted the rules and practice of Congress to the needs of non-legislative societies. Ten subsequent editions have been published, including major revisions in 1915 and 1970. The copyright to Robert's Rules of Order Newly Revised is owned by the Robert's Rules Association, which selects by contract an authorship team to continue the task of revising and updating the book. The 11th and current edition was published in 2011. In 2005, the Robert's Rules Association published an official concise guide, titled Robert's Rules of Order Newly Revised In Brief. A second edition of the brief book was published in 2011.

## **Learning SQL**

Written by the world-renowned Zed Shaw, this book of 52 hands-on projects is perfect for everyone who's written Python code but isn't yet comfortable taking new ideas all the way to finished software. The perfect follow-up to Shaw's best-selling "Learn Python the Hard Way," this all-new, step-by-step book teaches you how to: Approach new problems in ways that lead to better solutions Analyze a concept, idea, or problem to implement in code Design a solution based on your analysis Implement your solution in the simplest way possible Systematically improve your programming skills through real projects Each project in Learn More Python the Hard Way helps you build a key practical skill -- combining demonstrations to get you started, and challenges to help you achieve even deeper understanding. Shaw organizes this practical programming course into five sections: working with commands, organizing and using data, applying algorithms, processing text, and implementing simple internet-style networking protocols. Along the way, Shaw stresses efficient processes and practical hacking mindsets -- helping you gain true mastery, not just follow recipes!

## **Python for Data Analysis**

The latest in modern Python recipes for the busy modern programmer About This Book Develop succinct, expressive programs in Python Learn the best practices and common idioms through carefully explained and structured recipes Discover new ways to apply Python for the new age of development Who This Book Is For The book is for web developers, programmers, enterprise programmers, engineers, big data scientist, and so on. If you are a beginner, Python Cookbook will get you started. If you are experienced, it will expand your knowledge base. A basic knowledge of programming would help.

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What You Will Learn See the intricate details of the Python syntax and how to use it to your advantage Improve your code readability through functions in Python Manipulate data effectively using built-in data structures Get acquainted with advanced programming techniques in Python Equip yourself with functional and statistical programming features Write proper tests to be sure a program works as advertised Integrate application software using Python In Detail Python is the preferred choice of developers, engineers, data scientists, and hobbyists everywhere. It is a great scripting language that can power your applications and provide great speed, safety, and scalability. By exposing Python as a series of simple recipes, you can gain insight into specific language features in a particular context. Having a tangible context helps make the language or standard library feature easier to understand. This book comes with over 100 recipes on the latest version of Python. The recipes will benefit everyone ranging from beginner to an expert. The book is broken down into 13 chapters that build from simple language concepts to more complex applications of the language. The recipes will touch upon all the necessary Python concepts related to data structures, OOP, functional programming, as well as statistical programming. You will get acquainted with the nuances of Python syntax and how to effectively use the advantages that it offers. You will end the book equipped with the knowledge of testing, web services, and configuration and application integration tips and tricks. The recipes take a problem-solution approach to resolve issues commonly faced by Python programmers across the globe. You will be armed with the knowledge of creating applications with flexible logging, powerful configuration, and command-line options, automated unit tests, and good documentation. Style and approach This book takes a recipe-based approach, where each recipe addresses specific problems and issues. The recipes provide discussions and insights and an explanation of the problems.

### **Fluent Python**

"A Protegee of Jack Hamlin's, and Other Stories" by Bret Harte. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

### **Learn More Python 3 the Hard Way**

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

## **A Protegee of Jack Hamlin's, and Other Stories**

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

## **Learn Python 3 the Hard Way**

You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way , you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build

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confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It—And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

### **Invent Your Own Computer Games with Python, 4th Edition**

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*!

### **Programming Python**

Transform Your Ideas into High-Quality Python Code! Zed Shaw has perfected the world's best system for becoming a truly effective Python 3.x developer. Follow it and you will succeed—just like the tens of millions of programmers he's already taught. You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the*

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Hard Way, Zed Shaw taught you the basics of Programming with Python 3. Now, in Learn More Python 3 the Hard Way, you'll go far beyond the basics by working through 52 brilliantly crafted projects. Each one helps you build a key practical skill, combining demos to get you started and challenges to deepen your understanding. Zed then teaches you even more in 12 hours of online videos, where he shows you how to break, fix, and debug your code. First, you'll discover how to analyze a concept, idea, or problem to implement in software. Then, step by step, you'll learn to design solutions based on your analyses and implement them as simply and elegantly as possible. Throughout, Shaw stresses process so you can get started and build momentum, creativity to solve new problems, and quality so you'll build code people can rely on. Manage complex projects with a programmer's text editor Leverage the immense power of data structures Apply algorithms to process your data structures Master indispensable text parsing and processing techniques Use SQL to efficiently and logically model stored data Learn powerful command-line tools and skills Combine multiple practices in complete projects It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll go beyond merely writing code that runs: you'll craft high-quality Python code that solves real problems. You'll be a serious Python programmer. Perfect for Everyone Who's Already Started Working with Python, including Junior Developers and Seasoned Python Programmers Upgrading to Python 3.6+ Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads, updates, and/or corrections as they become available.

### **Modern Python Cookbook**

### **Python Cookbook**

You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed—just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python the Hard Way, Third Edition, 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 software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment Organizing and writing code Basic mathematics Variables Strings and text Interacting with users Working 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 Debugging 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 tutorial 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. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

## **The Hitchhiker's Guide to Python**

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

## **Python For Dummies**

### **Data Sense**

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at [www.pythonlearn.com](http://www.pythonlearn.com). The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

## **Modern JavaScript for the Impatient**

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.

## **Python Crash Course**

### **Learn Python Programming**

"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].

## Learning Python

Printed in full color. For this new edition of the best-selling Learn to Program, Chris Pine has taken a good thing and made it even better. First, he used the feedback from hundreds of reader e-mails to update the content and make it even clearer. Second, he updated the examples in the book to use the latest stable version of Ruby, and also to use code that looks more like real-world Ruby code, so that people who have just learned to program will be more familiar with common Ruby techniques. Not only does the Second Edition now include answers to all of the exercises, it includes them twice. First you'll find the "how you could do it" answers, using the techniques you've learned up to that point in the book. Next you'll see "how Chris Pine would do it": answers using more advanced Ruby techniques, to whet your appetite as well as providing sort of a "Rosetta Stone" for more elegant solutions. Computers are everywhere, on every desk, in your iPod, cell phone, and PDA. To live well in the 21st century, you need to know how to make computers do things. And to really make computers do what you want, you have to learn to program. Fortunately, that's easier now than ever before. Chris Pine's book will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to advance to fully structured, real programs. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. It's now easier to learn to write your own computer software than it has ever been before. Now everyone can learn to write programs for themselves---no previous experience is necessary. Chris takes a thorough, but light-hearted approach that teaches you how to program with a minimum of fuss or bother. Printed in full color.

## Robert's Rules of Order

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

## Effective Python

Have you been thinking about learning Python Programming for long time? STOP wasting time!! Keep reading and learn more.. If you came across this book I am sure you know the incredible impact Python Programming has these days. Python is a simplistic language, however, without something to guide you through the fundamental concepts of programming, you can easily learn everything the wrong way and someday anger all of your programmer friends. With the help of this Python Programming, you will take the very first step in exploring programming in general, as well as the capabilities of Python. In this book you will learn all the core concepts, one step at a time and this is the same approach you should take when practicing. You will learn new operations you can perform on the various data types and data structures, and then work to get used to relying more and more on object-oriented programming techniques. Use this knowledge to pursue machine learning projects, create robots, or build the next big web application that will take over the world. More specifically this guide will take you through: Specific Python Basic Syntax Rules, Variables and Values The Theory of Computer Programming Working With Your Objects And Classes Inside Of Python How to Use Your Python Skills Working with the K-Nearest Neighbors Algorithm Making a Basic Python Game: Hangman Machine Learning Models Tips For Success Practical exercises to test your skills and MUCH MORE!! Even if you aren't an expert, you don't need any kind of special talent to become a programmer, or even a data scientist. All you need to do is understand the theory and then put it in application. If you can't grasp it at first, break it down and study it line by line. Squeeze the knowledge out of Python and apply it in the real world! Scroll to the top and select on the right the BUY NOW with 1-Clickbutton.

## Scala for Data Science

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

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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 Python**

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 the Hard Way**

Learn how to write code, mathematics, graphics, and output, all in a single document, as well as in a web browser using Project Jupyter About This Book Learn to write, execute, and comment your live code and formulae all under one roof using this unique guide This one-stop solution on Project Jupyter will teach you everything you need to know to perform scientific computation with ease This easy-to-follow, highly practical guide lets you forget your worries in scientific application development by leveraging big data tools such as Apache Spark, Python, R etc Who This Book Is For This book caters to all developers, students, or educators who want to execute code, see output, and comment all in the same document, in the browser. Data science professionals will also find this book very useful to perform technical and scientific computing in a graphical, agile manner. What You Will Learn Install and run the Jupyter Notebook system on your machine Implement programming languages such as R, Python, Julia, and JavaScript with Jupyter Notebook Use interactive widgets to manipulate and visualize data in real time Start sharing your Notebook with colleagues Invite your colleagues to work with you in the same Notebook Organize your Notebook using Jupyter namespaces Access big data in Jupyter In Detail Jupyter Notebook is a web-based environment that enables interactive computing in notebook documents. It allows you to create and share documents that contain live code, equations, visualizations, and explanatory text. The Jupyter Notebook system is extensively used in domains such as data cleaning and transformation, numerical simulation, statistical modeling, machine learning, and much more. This book starts with a detailed overview of the Jupyter Notebook system and its installation in different environments. Next we'll help you will learn to integrate Jupyter system with different programming languages such as R, Python, JavaScript, and Julia and explore the various versions and packages that are compatible with the Notebook system. Moving ahead, you master interactive widgets, namespaces, and working with Jupyter in a multiuser

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mode. Towards the end, you will use Jupyter with a big data set and will apply all the functionalities learned throughout the book. Style and approach This comprehensive practical guide will teach you how to work with the Jupyter Notebook system. It demonstrates the integration of various programming languages with Jupyter Notebook through hands-on examples in every chapter.

### **Head First Python**

A guide to Python, the object-oriented scripting language, discusses the use of Python in Internet and web programming; address Python's C intergration tools; and features many examples that expand as new topics are introduced. Original. (Intermediate/Advanced)

### **Learn Python 3 the Hard Way**

You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed-just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python the Hard Way, Third Edition, 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 software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment Organizing and writing code Basic mathematics Variables Strings and text Interacting with users Working 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 Debugging 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 tutorial 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. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

### **Serious Python**

As data floods into your company, you need to put it to work right away--and SQL is the best tool for the job. With the latest edition of this introductory guide, author Alan Beaulieu helps developers get up to speed with SQL fundamentals for writing database applications, performing administrative tasks, and generating reports. You'll find new chapters on SQL and big

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data, analytic functions, and working with very large databases. Each chapter presents a self-contained lesson on a key SQL concept or technique using numerous illustrations and annotated examples. Exercises let you practice the skills you learn. Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly discover how to put the power and flexibility of this language to work. Move quickly through SQL basics and several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints with SQL schema statements Learn how datasets interact with queries; understand the importance of subqueries Convert and manipulate data with SQL's built-in functions and use conditional logic in data statements

### **Learn C the Hard Way**

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.

### **Domain-driven Design**

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

### **Learn Python the Hard Way**

Readers will learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix the mistakes. Watch the programs run. Includes 5+ hours of video where Shaw shows how to break, fix, and debug code.

### **Understanding Machine Learning**

A no-nonsense introduction to software design using the Python programming language. Written for people with no

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programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. 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 practise each new concept. Exercise solutions and code examples are available from [thinkpython.com](http://thinkpython.com), along with Swampy, a suite of Python programs that is used in some of the exercises.

### **Learning Jupyter**

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 for Software Design**

Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

### **Learn Python 3 the Hard Way**

Describes ways to incorporate domain modeling into software development.

### **Learn to Program**

Leverage the power of Scala with different tools to build scalable, robust data science applications About This Book A complete guide for scalable data science solutions, from data ingestion to data visualization Deploy horizontally scalable data processing pipelines and take advantage of web frameworks to build engaging visualizations Build functional, type-safe routines to interact with relational and NoSQL databases with the help of tutorials and examples provided Who This Book Is For If you are a Scala developer or data scientist, or if you want to enter the field of data science, then this book will give you all the tools you need to implement data science solutions. What You Will Learn Transform and filter tabular data to extract features for machine learning Implement your own algorithms or take advantage of MLLib's extensive suite of models to build distributed machine learning pipelines Read, transform, and write data to both SQL and NoSQL databases in a functional manner Write robust routines to query web APIs Read data from web APIs such as the GitHub or Twitter API Use Scala to interact with MongoDB, which offers high performance and helps to store large data sets with uncertain query requirements Create Scala web applications that couple with JavaScript libraries such as D3 to create compelling interactive visualizations Deploy scalable parallel applications using Apache Spark, loading data from HDFS or Hive In Detail Scala is a multi-paradigm programming language (it supports both object-oriented and functional programming) and scripting language used to build applications for the JVM. Languages such as R, Python, Java, and so on are mostly used for data science. It is particularly good at analyzing large sets of data without any significant impact on performance and thus Scala is being adopted by many developers and data scientists. Data scientists might be aware that building applications that are truly scalable is hard. Scala, with its powerful functional libraries for interacting with databases and building scalable frameworks will give you the tools to construct robust data pipelines. This book will introduce you to the libraries for ingesting, storing, manipulating, processing, and visualizing data in Scala. Packed with real-world examples and interesting data sets, this book will teach you to ingest data from flat files and web APIs and store it in a SQL or NoSQL database. It will show you how to design scalable architectures to process and modelling your data, starting from simple concurrency constructs such as parallel collections and futures, through to actor systems and Apache Spark. As well as Scala's emphasis on functional structures and immutability, you will learn how to use the right parallel construct for the job at hand, minimizing development time without compromising scalability. Finally, you will learn how to build beautiful interactive visualizations using web frameworks. This book gives tutorials on some of the most common Scala libraries for data science, allowing you to quickly get up to speed with building data science and data engineering solutions. Style and approach A tutorial with complete examples, this book will give you the tools to start building useful data engineering and data science solutions straightaway

## **Python for Everybody**

Move from zero knowledge of programming to comfortably writing small to medium-sized programs in Python. Fully updated for Python 3, with code and examples throughout, the book explains Python coding with an accessible, step-by-

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step approach designed to bring you comfortably into the world of software development. Real-world analogies make the material understandable, with a wide variety of well-documented examples to illustrate each concept. Along the way, you'll develop short programs through a series of coding challenges that reinforce the content of the chapters. Learn to Program with Python 3 guides you with material developed in the author's university computer science courses. The author's conversational style feels like you're working with a personal tutor. All material is thoughtfully laid out, each lesson building on previous ones. What You'll Learn Understand programming basics with Python, based on material developed in the author's college courses Learn core concepts: variables, functions, conditionals, loops, lists, strings, and more Explore example programs including simple games you can program and customize Build modules to reuse your own code Who This Book Is For This book assumes no prior programming experience, and would be appropriate as text for a high school or college introduction to computer science.

### **Automate the Boring Stuff with Python**

Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This general-purpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. Python For Dummies is the quick-and-easy guide to getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python user in no time. This guide gives you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create, extend, and override classes Access the Internet to enhance your library Understand the new features of Python 2.5 Packed with critical idioms and great resources to maximize your productivity, Python For Dummies is the ultimate one-stop information guide. In a matter of minutes you'll be familiar with Python's building blocks, strings, dictionaries, and sets; and be on your way to writing the program that you've dreamed about!

### **Learn Ruby the Hard Way**

8+ Hours of Video Instruction It can be difficult for developers familiar with Java and other languages to make the transition to modern JavaScript. If you simply want to be productive with JavaScript as it exists today, then you don't want to relive history with books or courses that teach older JavaScript versions, or that assume familiarity with those older versions and focus on recently introduced features. This course assumes that you are a competent programmer who understands

branches and loops, functions, data structures, and the basics of object-oriented programming. You will get up to speed with modern JavaScript in the shortest possible time. Description Modern JavaScript for the Impatient LiveLessons focuses on how to be productive with JavaScript as it exists today. After reviewing the fundamentals of values, variables, and control flow, the video thoroughly covers functions, objects, and classes. The standard library and the most commonly used tools are also covered, as well as key topics related to asynchronous programming, internationalization, and modules. Related Content This training pairs with Cay Horstmann's book Modern JavaScript for the Impatient (9780136502142) About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of Core Java, Volume II, Fundamentals, Eleventh Edition (2019); Core Java, Volume I, Fundamentals, Eleventh Edition (2018); Core Java SE 9 for the Impatient, Second Edition (2018); Java SE 8 for the Really Impatient (2014); and Scala for the Impatient (2012). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn After starting with the basics-JavaScript values, variables, and types, and a quick overview of expressions and the various type of flow control statements-Horstmann shows viewers how to implement functions that consume and produce other functions and how to use closures to implement a form of classes before moving on to more advanced topics including: Object-oriented programming with modern JavaScript (classes and inheritance and how these are implemented with prototypes) The standard library (numbers and dates, strings and regular expressions, as well as arrays and collections.) Metaprogramming, iterators, and generators (a powerful mechanism to bridge between linear and event-driven control flow) How to use proxies to inter

## **Learn More Python the Hard Way**

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

## **Naked Statistics: Stripping the Dread from the Data**

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

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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.

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