

Python For Dummies Filetype

Embrace the exciting new technology of Raspberry Pi! With the invention of the unique credit-card sized single-board computer, the Raspberry Pi, comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities of the Raspberry Pi, and this is the perfect guide to get you started in this exhilarating new arena. With this fun and friendly book, you'll quickly discover why the supply for the Pi cannot keep up with the demand! Veteran tech authors Sean McManus and Mike Cook show you how to download and install the operating system, use the installed applications, and much more. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Walks you through editing images, creating web pages, and playing music Details how to program with Scratch and Python Explores creating simple hardware projects Raspberry Pi For Dummies makes computing as easy as pie. Now discover the history of Raspberry Pi! The Raspberry Pi sold a million units in its first year, and came from a previously unknown organisation, The Raspberry Pi Foundation. If you've ever wondered how it came into being, and what inspired its creation, Sean McManus, co-author of Raspberry Pi For Dummies, has the answer. He has set up a section on his

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website to share bonus content, which includes a short history of the Raspberry Pi. At Sean's website, you can also read reviews of the book, see videos of its projects, and read several exclusive blog posts about the Raspberry Pi and its community. Visit Sean's homepage for Raspberry Pi For Dummies here!

If you've mastered Python's fundamentals, you're ready to start using it to get real work done.

Programming Python will show you how, with in-depth tutorials on the language's primary application domains: system administration, GUIs, and the Web. You'll also explore how Python is used in databases, networking, front-end scripting layers, text processing, and more. This book focuses on commonly used tools and libraries to give you a comprehensive understanding of Python's many roles in practical, real-world programming. You'll learn language syntax and programming techniques in a clear and concise manner, with lots of examples that illustrate both correct usage and common idioms. Completely updated for version 3.x, Programming Python also delves into the language as a software development tool, with many code examples scaled specifically for that purpose. Topics include: Quick Python tour: Build a simple demo that includes data representation, object-oriented programming, object persistence, GUIs, and website basics System programming: Explore system

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interface tools and techniques for command-line scripting, processing files and folders, running programs in parallel, and more GUI programming: Learn to use Python's tkinter widget library Internet programming: Access client-side network protocols and email tools, use CGI scripts, and learn website implementation techniques More ways to apply Python: Implement data structures, parse text-based information, interface with databases, and extend and embed Python

The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your chance to jump in with both feet, free software, and a friendly guide at your side! Blender For Dummies, 2nd Edition is the perfect introduction to the popular, open-source, Blender 3D animation software, specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-access guide. Even if you're just beginning, you'll learn all the Blender 2.5 ropes, get the latest tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking interface, new event system, and other exciting new features Covers how to create 3D objects with meshes, curves, surfaces, and 3D text; add color, texture,

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shades, reflections and transparency; set your objects in motion with animations and rigging; render your objects and animations; and create scenes with lighting and cameras If you want to start creating your own 3D animations with Blender, Blender For Dummies, 2nd Edition is where you need to start! With so much information about programming and online coding tutorials out there, it can be difficult to know where to start. Python for Beginners fills in the gap and provides a great place to start learning computer programming with Python. Using our bestselling, straightforward, step-by-step, visual approach, you'll learn to: Download and install the python interpreter Setup your development environment Get started with python code and syntax Use variables Use data types such as integers, strings, lists, tuples, sets, and dictionaries Use different operators for arithmetic, assignment and Boolean operations Use selection statements such as if and elif Use iteration statements such as for and while loops How to read from and write to files Create your own functions Handle program exceptions Create simple graphic user interfaces using Python tkinter module Create simple games using the PyGame module. Techniques are illustrated step-by-step using screen prints, example code, and video demos, together with concise, easy to follow text from an established expert in the field. If you want to learn to code quickly and easily with

Python, this is the guide you need.

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With *Rapid GUI Programming with Python and Qt* you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear

Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to

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leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3.

This book has been written with two categories of readers in mind. This book can be manual for those who would want to excel in Python programming as well as for those who are new to Python programming and would want to learn. I hope that you will find what follows both instructive and at times entertaining too. The book is designed for programmers who already have some experience of using a modern high level procedural programming language like C/ C++. The book concentrates on the things that are essential to understand Python programming. Those who already know C will find the contents and example code snippets a bit

interested. The syntax and coding constructs of Python programming paradigm is nearer to C but not exact. From my point of view, what matters for a programmer is "Logic" and "Syntax". It has been inevitable for programmers to learn and practice emerging programming paradigms. This is the first edition of the textbook hence a lot of brainstorming was required in order to properly structure each and every chapter. Appendix A addresses exercise questions of "Python for Everybody" by Charles R Severance. Appendix B is about Python solution to few commonly found programming problems. All the programs presented in the textbook are tested using PyCharm IDE. I hope the book meets the requirements of student fraternity and remains reachable throughout its multiple entry of editions. Also, PyCharm IDE installation guidelines included in the textbook.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised

second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work.

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Learn how in [Automate the Boring Stuff with Python, 2nd Edition](#).

This book is for all programmers, whether you are a novice or an experienced pro. The beginner will find its carefully paced exercises especially helpful. Of course those who have already familiar with programming are likely to derive more benefits from this book. After reading this book you will find yourself at a moderate level of expertise in C, C++, Java and Python from where you can take yourself to next levels. The command-line interface is one of the nearly all well built trademarks of Linux. There exists an ocean of Linux commands, permitting you to do nearly everything you can be under the impression of doing on your Linux operating system. Although, this to the end of time creates a problem: by all of so copious commands accessible to manage, you don't comprehend where and at which point to fly learning them, especially when you are learner. If you are facing this problem, and are peering for a painless method to begin your command line journey in Linux, you've come to the right place, as in this book, we will launch you to a hold of well liked and helpful Linux commands. [Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the](#)

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latest Python releases—learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In *Core Python Programming, Second Edition*, leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI

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programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus

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is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

Fully updated to cover the 2019 exam release! CompTIA's A+ certification is an essential certification to building a successful IT career. Test takers must pass both 90-question exams to be certified, and this book—plus online test bank—will help you reach your certification goal. The 9 minibooks map to the exam's objectives, and include new content on Windows 10, Scripting, Linux, and mobile devices. You'll learn about how computers work, networking, computer repair and troubleshooting, security, permissions, and customer service. You'll also find test-taking advice and a review of the types of questions you'll see on the exam. Use the online test bank to test your knowledge and prepare for the exam

Get up to speed on operating system basics
Find out how to manage the operating system
Discover maintenance and troubleshooting tips
Inside is all the knowledge

you need to pass the new A+ exam!

Ready to start this new journey into the Python's world? Python is the ideal language to learn for budding developers. It is a modern object-oriented programming language with easy to read code and an extensive internet bank of modules. It offers high-level dynamic data types, many built-in functions, and operators, classes, garbage collection, and supports dynamic typing. Python runs on just about any device. Python is an OSI approved open-source software application that makes it free to download and install. Python For Beginners: A crash course to learn Python Programming in 1 Week will take you through the basics of getting started with Python programming step by step. This tutorial will teach you everything you need to know to get you to the next programming level. The book covers all the Python basics, with follow-along examples and exercises, giving you a hands-on learning approach. By the time you have made your way through the book, you will be ready to tackle the beginner's and a few intermediate projects waiting for you at the end of it. This book covers where to and how to download and install Python. You will learn how to download and install PyCharm which is an integrated development environment where you will learn to write code. The content covers all the basics such as variables, statements, functions, keywords, data types, and more. Python For Beginners: A crash

course to learn Python Programming in 1 Week has everything you need to learn to comfortably move on to more advanced programming. It is an entry-level tutorial guide that makes Python easy and fun to learn. [Get your copy Now](#)

Lijd je aan stress, vermoeidheid of ziekte, of wil je gewoon balans in je leven brengen? Dan helpt mindfulness-meditatie je het leven kalmer en met meer vertrouwen tegemoet te treden. Deze fijne gids en audio-cd boordevol opmerkzame ademhalings- en zelfbeheersingstechnieken helpen je negatieve en afleidende gedachten los te laten. Met de praktische adviezen en meditaties heb je alle gereedschappen om in het hier en nu te leven en gezonder en energiever te worden. Over de auteur Shamash Alidina is professioneel mindfulness-trainer, spreker en coach en is gespecialiseerd in mindfulness-training van therapeuten, coaches en directeuren. Hij werkte samen met Jon Kabat-Zinn, Thich Nhat Nanh en Matthieu Ricard aan het Bangor Universitys Centre for Mindfulness. Bron: Flaptekst, uitgeversinformatie.

Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework About This Book Delve into the undocumented features of the QGIS API Get a set of user-friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This

book has a complete code upgrade to QGIS 2.18 and 30 new, valuable recipes Who This Book Is For This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications. The short, reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain. What You Will Learn Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly-documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes Create, import, and edit geospatial data on disk or in-memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field input In Detail QGIS is a desktop geographic information system that facilitates data viewing, editing, and analysis. Paired with the most efficient scripting language—Python, we can write effective scripts that extend the core functionality of QGIS. Based on version QGIS 2.18, this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS. It will cover topics such as querying and editing vector data and using

raster data. You will also learn to create, edit, and optimize a vector layer for faster queries, reproject a vector layer, reduce the number of vertices in a vector layer without losing critical data, and convert a raster to a vector. Following this, you will work through recipes that will help you compose static maps, create heavily customized maps, and add specialized labels and annotations. As well as this, we'll also share a few tips and tricks based on different aspects of QGIS. **Style and approach** This book follows a recipe-based problem-solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis.

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

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"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. Organized into eight task-oriented minibooks, this comprehensive 816-page guide shows beginning-to-intermediate users how to get up and running with today's top five Linux distributions: Fedora Core, SUSE, Debian, Xandros, and Knoppix The companion DVD features the full installable versions of Fedora Core 3 and Knoppix and the ISO images (saving hours of downloading time) for the following distributions: SUSE live, Debian full version, and Xandros Open Circulation version. Features step-by-step installation instructions for each distribution The minibooks offer humorous, easy-to-understand coverage of Linux

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basics, desktops, networking, the Internet, administration, security, Internet servers, and programming Lets readers explore the most popular distributions for desktop and server use

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key Features Integrate stunning data visualizations using Tkinter Canvas and Matplotlib Understand the basics of 2D and 3D animation in

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GUI applications Explore PyQt's powerful features to easily design and customize your GUI applications Book Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. Moore Qt5 Python GUI Programming Cookbook by B. M. Harwani What you will learn Visualize graphs in real time with Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regression when updating code Handle different signals generated on mouse clicks using QSpinBox and sliders Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering to implement animations in your GUI Who this book is for If you're an intermediate Python programmer looking to enhance your coding skills by

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writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Help for grown-ups new to coding Getting a jump on learning how coding makes technology work is essential to prepare kids for the future. Unfortunately, many parents, teachers, and mentors didn't learn the unique logic and language of coding in school. Helping Kids with Coding For Dummies comes to the rescue. It breaks beginning coding into easy-to-understand language so you can help a child with coding homework, supplement an existing coding curriculum, or have fun learning with your favorite kid. The demand to have younger students learn coding has increased in recent years as the demand for trained coders has far exceeded the supply of coders. Luckily, this fun and accessible book makes it a snap to learn the skills necessary to help youngsters develop into proud, capable coders! Help with coding

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homework or enhance a coding curriculum Get familiar with coding logic and how to de-bug programs Complete small projects as you learn coding language Apply math skills to coding If you're a parent, teacher, or mentor eager to help 8 to 14 year olds learn to speak a coding language like a mini pro, this book makes it possible!

Join the Raspberry revolution with these fun and easy Pi projects The Raspberry Pi has opened up a whole new world of innovation for everyone from hardware hackers and programmers to students, hobbyists, engineers, and beyond. Featuring a variety of hands-on projects, this easy-to-understand guide walks you through every step of the design process and will have you creating like a Raspberry Pi pro in no time. You'll learn how to prepare your workspace, assemble the necessary tools, work with test equipment, and find your way around the Raspberry Pi before moving on to a series of fun, lively projects that brings some power to your plain ol' Pi. Introduces Raspberry Pi basics and gives you a solid understanding of all the essentials you'll need to take on your first project Includes an array of fun and useful projects that show you how to do everything from creating a magic light wand to enhancing your designs with Lego sensors, installing and writing games for the RISC OS, building a transistor tester, and more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers and innovators of all ages Bring the power of Pi to your next cool creation with Raspberry Pi Projects For Dummies!

Immerse yourself in learning Python and introductory data analytics with this book's project-based approach. Through the structure of a ten-week coding bootcamp course, you'll learn key concepts and gain hands-on experience through weekly projects. Each chapter in this book is presented as a full week of topics, with Monday through Thursday covering

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specific concepts, leading up to Friday, when you are challenged to create a project using the skills learned throughout the week. Topics include Python basics and essential intermediate concepts such as list comprehension, generators and iterators, understanding algorithmic complexity, and data analysis with pandas. From beginning to end, this book builds up your abilities through exercises and challenges, culminating in your solid understanding of Python. Challenge yourself with the intensity of a coding bootcamp experience or learn at your own pace. With this hands-on learning approach, you will gain the skills you need to jumpstart a new career in programming or further your current one as a software developer. What You Will Learn Understand beginning and more advanced concepts of the Python language Be introduced to data analysis using pandas, the Python Data Analysis library Walk through the process of interviewing and answering technical questions Create real-world applications with the Python language Learn how to use Anaconda, Jupyter Notebooks, and the Python Shell Who This Book Is For Those trying to jumpstart a new career into programming, and those already in the software development industry and would like to learn Python programming.

How do you take your data analysis skills beyond Excel to the next level? By learning just enough Python to get stuff done. This hands-on guide shows non-programmers like you how to process information that's initially too messy or difficult to access. You don't need to know a thing about the Python programming language to get started. Through various step-by-step exercises, you'll learn how to acquire, clean, analyze, and present data efficiently. You'll also discover how to automate your data process, schedule file- editing and clean-up tasks, process larger datasets, and create compelling stories with data you obtain. Quickly learn basic

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Python syntax, data types, and language concepts Work with both machine-readable and human-consumable data Scrape websites and APIs to find a bounty of useful information Clean and format data to eliminate duplicates and errors in your datasets Learn when to standardize data and when to test and script data cleanup Explore and analyze your datasets with new Python libraries and techniques Use Python solutions to automate your entire data-wrangling process

Learn Raspberry Pi Programming with Python will show you how to program your nifty new \$35 computer to make a web spider, a weather station, a media server, and more. You'll learn how to program in Python on your Raspberry Pi with hands-on examples and fun projects. Even if you're completely new to programming in general, you'll figure out how to create a home security system, an underwater photography system, an RC plane with a camera, and even a near-space weather balloon with a camera. You'll learn how to make a variety of fun and even useful projects, from a web bot to search and download files to a toy to drive your pets insane. You'll even learn how to use Pi with Arduino as well as Pi with Gertboard, an expansion board with an onboard ATmega microcontroller.

This book introduces Python scripting for geographic information science (GIS) workflow optimization using ArcGIS. It builds essential programming skills for automating GIS analysis. Over 200 sample Python scripts and 175 classroom-tested exercises reinforce the learning objectives. Readers will learn to:

- Write and run Python in the ArcGIS Python Window, the PythonWin IDE, and the PyScripter IDE
- Work with Python syntax

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and data types • Call ArcToolbox tools, batch process GIS datasets, and manipulate map documents using the arcpy package • Read and modify proprietary and ASCII text GIS data • Parse HTML web pages and KML datasets • Create Web pages and fetch GIS data from Web sources. • Build user-interfaces with the native Python file dialog toolkit or the ArcGIS Script tools and PyToolboxes Python for ArcGIS is designed as a primary textbook for advanced-level students in GIS.

Researchers, government specialists and professionals working in GIS will also find this book useful as a reference.

'Rendering for Beginners is bound to become a must-read for anyone interested in Pixar's RenderMan. Saty's experience as both RenderMan practitioner and RenderMan teacher gives him a unique and valuable perspective. I can't wait to add a copy to my own graphics library.' Dana Batali, Director of RenderMan Development, Pixar Animation Studios Whether you are an animator, artist or 2D illustrator looking to move to 3D rendering you will be amazed by what can be achieved with RenderMan. Saty Raghavachary offers a complete, non-technical introduction to RenderMan and rendering in general - finally a guide you don't need a math degree to follow! Full of clear explanations and plenty of samples on the associated website - www.smartcg.com/tech/cg/books/RfB - for you to play with, this color guide will quickly get you up to speed with this powerful, professional program so you too can harness the power of the program to create top quality imagery. The book features: *

- * Clear explanations of

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rendering concepts to get you up and running fast * Extensive color illustrations to inspire you to make the most of your skills * An associated website with numerous self-contained examples which you can download, reproduce, modify and learn from * Comprehensive coverage of RenderMan's functionality to show you how to get the most out of this powerful renderer * Coverage relevant for all versions of the package, including a section on global illumination introduced in Release 11, as well as the key, general rendering concepts Pixar's award-winning RenderMan is one of the best renderers available and has been used to create visual effects for dozens of movies since 1985. It is also the renderer used to make blockbuster animated movies such as Toy Story and Finding Nemo. As the beautiful images in this book show, in addition to photoreal imagery you can also use it to create illustrations, visualizations, simulations of natural media and even abstract art! Contents: Rendering; RenderMan; RIB syntax; Geometric primitives; Transformations; Camera, output; Controls; Shading; What's next; Resources Saty Raghavachary is a senior graphics software developer at DreamWorks Feature Animation. He has written software used in The Prince of Egypt, The Road to El Dorado, Spirit: Stallion of the Cimarron, Sinbad: Legend of the Seven Seas and Shark Tale. He is also a part-time instructor at Gnomon School of Visual Effects, USA where he teaches RenderMan and MEL (Maya) programming. * Harness the power of Pixar's RenderMan with this introductory guide for the artist - you don't need a maths degree! * Coverage is relevant

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for all versions of the package, including v11 and also explains general, key rendering concepts too * Fully illustrated in color with numerous examples to inspire you to make the most of your skills

This first introductory book designed to train novice programmers is based on a student course taught by the author, and has been optimized for biology students without previous experience in programming. By interspersing theory chapters with numerous small and large programming exercises, the author quickly shows readers how to do their own programming, and throughout uses anecdotes and real-life examples from the biosciences to 'spice up' the text. This practical book thus teaches essential programming skills for life scientists who want -- or need -- to write their own bioinformatics software tools.

Python For Dummies John Wiley & Sons

Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit Key Features Explore Tkinter's powerful features to easily design and customize your GUI application Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being

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introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn

- Implement the tools provided by Tkinter to design beautiful GUIs
- Discover cross-platform development through minor customizations in your existing application
- Visualize graphs in real time as data comes in using Tkinter's animation capabilities
- Use PostgreSQL authentication to ensure data security for your application
- Write unit tests to avoid regressions when updating code

Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.

This BOOK highlights some basic knowledge of artificial intelligence formal constructed programming languages (like C, C++, Java, PHP, Python, JavaScript and XML) designed to interact with the hardware in a more

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powerful way and to communicate instructions to a machine, particularly an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals. If you read this book in a public place (on a commuter train, at the beach, or on the dance floor at the Restaurants, for example), you can read proudly, with a chip on your shoulder and with your head held high. C, C++, Java, PHP, Python and JavaScript are hot stuff, and you're cool because you're reading about it. If you are just learning what kind of animals C, C++, Java, PHP, Python and JavaScript are, this BOOK will make an excellent companion to any tutorial and serve as a source of knowledge to your specific questions. And, by reading this BOOK, you'll have a broad, basic knowledge of C, C++, Java, Python, JavaScript [scripting language used in millions of Web pages such as Internet Explorer, Firefox, Chrome, Opera, and Safari] and PHP. This book is for all programmers, whether you are a novice or an experienced pro. The beginner will find its carefully paced discussions and many examples especially helpful. Of course those who have already familiar with programming are likely to derive more benefits from this book. After completing this book you will find yourself at a moderate level of expertise in C, C++, Java, PHP, Python and JavaScript programming from where you can take yourself to next levels.

A demonstration of Python's basic technologies

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showcases the programming language's possibilities as a Windows development and administration tool.

What you'll learn: What is Python? What software you need to code and run Python programs? What are variables? What mathematical operators are there in Python? What are the common data types in Python? What are Lists and Tuples? How to format strings How to accept user inputs and display outputs How to make decisions with If statements How to control the flow of program with loops How to handle errors and exceptions What are functions and modules? How to define your own functions and modules How to work with external files And a bonus book "The Complete Python language reference"

Wouldn't it be a waste to go on a spectacular, exotic vacation abroad and just hang out at the hotel pool? Wouldn't it be a waste to buy a new iPod, download four favorite songs, and play them over and over? Most people with Office 2003 are wasting a lot of software power and a lot of time. They do the same routine things in the same routine ways and haven't begun to explore the capabilities of Office 2003. If you're one of them, *Office 2003 Timesaving Techniques For Dummies* gets you out of your rut and into action. It provides over 70 timesaving techniques for Word, Excel, Access, Outlook, and PowerPoint. (Most of the tips work with Office 2000 and Office XP, too.) You'll customize Office to meet your needs and start working like a pro in no time with easy-to-use tricks, tips, and techniques for: Streamlining your toolbars (Word alone has dozens to choose from) Setting up Outlook, searching with folders, organizing with flags, and dealing with spam Taking proper security measures, including using and updating an antivirus package and avoiding potentially dangerous file extensions Editing and laying out impressive Word documents Using keyboard shortcuts Diving into more

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advanced Office skills such as writing macros, setting up templates, and using multimedia with PowerPoint Using Excel to build self-verifying spreadsheets Running totals and subtotals in Access Combining applications to print holiday greetings and run an electronic newsletter Written by Woody Leonhard, author of Windows XP Timesaving Techniques For Dummies and the bestseller Windows XP All-in-One Desk Reference For Dummies, this guide helps you eliminate extra steps and little annoyances and do things you probably didn't know you could do, such as: Building e-mail stationery Calculating sales tax with the Lookup Wizard Making professional labels Encrypting messages Recording narration for PowerPoint presentations Complete with an index that lets you find what you want, fast. Office 2003 Timesaving Techniques For Dummies helps you get up to speed and down to work. After all, time is a waste!

Your guide to the functional programming paradigm Functional programming mainly sees use in math computations, including those used in Artificial Intelligence and gaming. This programming paradigm makes algorithms used for math calculations easier to understand and provides a concise method of coding algorithms by people who aren't developers. Current books on the market have a significant learning curve because they're written for developers, by developers—until now. Functional Programming for Dummies explores the differences between the pure (as represented by the Haskell language) and impure (as represented by the Python language) approaches to functional programming for readers just like you. The pure approach is best suited to researchers who have no desire to create production code but do need to test algorithms fully and demonstrate their usefulness to peers. The impure approach is best suited to production environments because it's possible to mix coding paradigms in a single application to produce a result more

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quickly. Functional Programming For Dummies uses this two-pronged approach to give you an all-in-one approach to a coding methodology that can otherwise be hard to grasp. Learn pure and impure when it comes to coding Dive into the processes that most functional programmers use to derive, analyze and prove the worth of algorithms Benefit from examples that are provided in both Python and Haskell Glean the expertise of an expert author who has written some of the market-leading programming books to date If you're ready to massage data to understand how things work in new ways, you've come to the right place!

Discover how data science can help you gain in-depth insight into your business - the easy way! Jobs in data science abound, but few people have the data science skills needed to fill these increasingly important roles. Data Science For Dummies is the perfect starting point for IT professionals and students who want a quick primer on all areas of the expansive data science space. With a focus on business cases, the book explores topics in big data, data science, and data engineering, and how these three areas are combined to produce tremendous value. If you want to pick-up the skills you need to begin a new career or initiate a new project, reading this book will help you understand what technologies, programming languages, and mathematical methods on which to focus. While this book serves as a wildly fantastic guide through the broad, sometimes intimidating field of big data and data science, it is not an instruction manual for hands-on implementation. Here's what to expect: Provides a background in big data and data engineering before moving on to data science and how it's applied to generate value Includes coverage of big data frameworks like Hadoop, MapReduce, Spark, MPP platforms, and NoSQL Explains machine learning and many of its algorithms as well as artificial intelligence and the evolution of the Internet of

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Things Details data visualization techniques that can be used to showcase, summarize, and communicate the data insights you generate. It's a big, big data world out there—let Data Science For Dummies help you harness its power and gain a competitive edge for your organization.

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!

The BeagleBone is a tiny computer board about the size of a credit card and which has all the capability of a desktop. This volume guides you step-by-step throughout the process of

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getting acquainted with your BeagleBone Original or BeagleBoneBlack. You'll learn how to get set up, use the software, build the hardware, and code your projects, with plenty of examples to walk you through the process. You'll move carefully through your first BeagleBone project, then get ideas for even better, more advanced programs.

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