Python The Complete Reference By Martin C Brown

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Python for Complete Beginners - Martin Jones 2015-06-18
"This book is an introduction to the Python programming language for complete beginners – those who have never written a program before, or who are just getting started with programming"-back cover.
Programming in Python 3 - Mark Summerfield 2008-12-16
Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms.
The first book written from a completely "Python 3" viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.
Adventures in Python - Craig Richardson 2015-02-16
The complete beginner's guide to Python, for young people who want to start today Adventures in Python is designed for 11-to 15-year olds who want to teach themselves Python programming, but don't know where to start. Even if you have no programming experience at all, this easy to follow format and clear, simple instruction will get you up and running quickly.

The book walks you through nine projects that teach you the fundamentals of programming in general, and Python in particular, gradually building your skills until you have the confidence and ability to tackle your own projects. Video clips accompany each chapter to provide even more detailed explanation of important concepts, so you feel supported every step of the way. Python is one of the top programming languages worldwide, with an install base in the millions. It's a favourite language at Google, YouTube, the BBC, and Spotify, and is the primary programming language for the Raspberry Pi. As an open-source language, Python is freely downloadable, with extensive libraries readily available, making it an ideal entry into programming for the beginner. Adventures in Python helps you get started, giving you the foundation you need to follow your curiosity. Start learning Python at its most basic level Learn where to acquire Python and how to set it up Understand Python syntax and interpretation for module programming Develop the skills that apply to any programming language Python programming skills are invaluable, and developing proficiency gives you a head start in learning other languages like C++, Objective-C, and Java. When learning feels like fun, you won't ever want to stop – so get started today with Adventures in Python.

Java: The Complete Reference, Twelfth Edition - Herbert Schildt 2021-11-12
The Definitive Java Programming Guide Fully updated for Java SE 17, JavaTM: The Complete Reference, Twelfth Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined, and numerous examples demonstrate Java in action. Of course, recent additions to the Java language, such as records, sealed classes, and switch expressions are discussed in detail. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

Data types, variables, arrays, and operators Control statements Classes, objects, and methods Method overloading and overriding Inheritance Interfaces and packages Exception handling Multithreaded programming Enumerations, autoboxing, and annotations The I/O classes Generics Lambda expressions Modules Records Sealed classes Text blocks switch expressions Pattern matching with instanceof String handling The Collections Framework Networking Event handling AWT Swing The Concurrent API The Stream API Regular expressions JavaBeans Servlets Much, much more

Clean Code in Python - Mariano Anaya 2021-01-06
Tackle inefficiencies and errors the Pythonic way Key FeaturesEnhance your coding skills using the new features introduced in Python 3.9Implement the refactoring techniques and SOLID principles in PythonApply microservices to your legacy systems by implementing practical techniquesBook Description Experienced professionals in every field face several instances of disorganization, poor readability, and testability due to unstructured code. With updated code and revised content aligned to the new features of Python 3.9, this second edition of Clean Code in Python will provide you with all the tools you need to overcome these obstacles and manage your projects successfully. The book begins by describing the basic elements of writing clean code and how it plays a key role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. The book discusses object-oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve problems by implementing software design patterns in your code. In the concluding chapter, we break down a monolithic application into a microservices-based one starting from the code as the basis for a solid platform. By the end of this clean code book, you will be proficient in applying industry-approved coding practices to design clean, sustainable, and readable real-world Python code. What you will learnSet up a productive

development environment by leveraging automatic toolsLeverage the magic methods in Python to write better code, abstracting complexity away and encapsulating detailsCreate advanced object-oriented designs using unique features of Python, such as descriptorsEliminate duplicated code by creating powerful abstractions using software engineering principles of object-oriented designCreate Python-specific solutions using decorators and descriptorsRefactor code effectively with the help of unit testsBuild the foundations for solid architecture with a clean code base as its cornerstoneWho this book is for This book is designed to benefit new as well as experienced programmers. It will appeal to team leads, software architects and senior software engineers who would like to write Pythonic code to save on costs and improve efficiency. The book assumes that you have a strong understanding of programming

Java 2: The Complete Reference, Fifth Edition - Herbert Schildt 2002-09-03 This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

Python In - Depth - Ahidjo Ayeva 2020-10-06 Build it with Python, the popular and batteries-included programming tool Key Features ● Get familiar with the fundamentals of Python. ● Understand the OOP paradigm and learn to write your custom object classes. ● Explore tools and techniques to measure code execution for Performance Optimization. ● Understand how Python is used in the main Cryptographic mechanisms. Description "Python In-Depth" gives you a detailed presentation of the possibilities for solving everyday problems, even complex ones using Python. You will begin by setting up Python in your system and then learn about the fundamentals of Python so that you have a rock-solid foundation to build upon. You will explore the foundations of Python programming, such as the built-in data types, functions, objects and classes, files, etc. You will then explore the different programming paradigms such as OOP, Functional, and Concurrent, and find the best approach given a situation. You will also learn how to utilize an interchange format to exchange data and

understand how to carry out performance optimization, effective debugging, and security, among other techniques. Towards the end, you will enjoy two chapters dedicated to two domains where Python usage is currently very strong: Data Science and Web Development. What will you learn ● Learn how to improve your Python Code Quality. ● Explore the techniques and frameworks for Python GUI Programming. ● Solve Data Science and Machine Learning problems using Python. ● Get familiar with Python web frameworks; Django and Flask. Who this book is for This book is for anyone who is new to Software Development and wants to learn Python. Existing Python users can also use this book for a quick reference for the fundamentals and the features introduced in Python 3.7. Table of Contents 1. Getting Started with Python 2. Program Flow and Error Handling 3. Functions, Modules, and Functional Programming 4. Useful Modules and Libraries 5. Object Orientation 6. Decorators and Iterators 7. Files and Data Persistence 8. Context Managers 9. Performance Optimization 10. Cryptography 11. Concurrent Execution 12. Logging and Debugging 13. Code Style and Quality Assurance 14. Code Packaging and Dependencies 15. GUI Programming 16. Web Development 17. Data Science

Deep Learning with Python - Francois Chollet 2017-11-30 Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with

Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

Python Programming - John M. Zelle 2004 This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Introduction to Machine Learning with Python - Andreas C. Müller 2016-09-26 Machine learning has become an integral part of many commercial applications and research projects, but this field is not exclusive to large companies with extensive research teams. If you use Python, even as a beginner, this book will teach you practical ways to build your own machine learning solutions. With all the data available today, machine learning applications are limited only by your imagination. You'll learn the steps necessary to create a successful machine-learning application with Python and the scikit-learn library. Authors Andreas Müller and Sarah Guido focus on the practical aspects of using machine learning algorithms, rather than the math behind them. Familiarity with the NumPy and matplotlib libraries will help you get even more from this book. With this book, you'll learn: Fundamental concepts and applications of machine learning Advantages and shortcomings of widely used machine learning algorithms How to represent data processed by machine learning, including which data aspects to focus on Advanced methods for model evaluation and parameter tuning The concept of pipelines for chaining models and encapsulating your workflow Methods for working with text data, including text-specific processing techniques Suggestions for improving your machine learning and data science skills

Programming Computer Vision with Python - Jan Erik Solem 2012-06-19 If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that

won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface

Python Annotated Archives - Martin C. Brown 2000
Expert annotations show when and how to customize Python code examples to fit individual development needs. Brown covers data manipulation, networking, Web and interface development, graphics, e-mail and more. The bonus CD-ROM contains all code from the book, saving readers hundreds of programming hours.

Taming PYTHON By Programming - Jeeva Jose This is a great book for Python Beginner and Advanced Learner which covers Basics to Advanced Python Programming where each topic is explained with the help of Illustrations and Examples. More than 450 solved programs of this book are tested in Python 3.4.3 for windows. The range of Python Topics covered makes this book unique which can be used as a self study material or for instructor assisted teaching. This books covers Python Syllabus of all major national and international universities. Also it includes frequently asked questions for interviews and examination which are provided at the end of each chapter.

Elements of Programming Interviews - Adnan Aziz 2012-10-11
The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

Python - Martin C. Brown 2001
Python is an intergrated, object-orientated development language for use in computer programming. This text is split into distinct sections, each concentrating on a core angle of the language. The book also contains sections for Web and application development, the two most popular uses for Python. It is designed to teach a programmer how to use Python by explaining the mechanics of Python. The appendixes offer a quick guide to the main features of the Python language, as well as additional guides to non-essential systems such as the IDLE development environment and general guidelines for migrating from another language.

Pyomo – Optimization Modeling in Python - William E. Hart 2012-02-15
This book provides a complete and comprehensive reference/guide to Pyomo (Python Optimization Modeling Objects) for both beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. The text illustrates the breadth of the modeling and analysis capabilities that are supported by the software and support of complex real-world applications. Pyomo is an open source software package for formulating and solving large-scale optimization and operations research problems. The text begins with a tutorial on simple linear and integer programming models. A detailed reference of Pyomo's modeling components is illustrated with extensive examples, including a discussion of how to load data from data sources like spreadsheets and databases. Chapters describing advanced modeling capabilities for

nonlinear and stochastic optimization are also included. The Pyomo software provides familiar modeling features within Python, a powerful dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions. The software supports a different modeling approach than commercial AML (Algebraic Modeling Languages) tools, and is designed for flexibility, extensibility, portability, and maintainability but also maintains the central ideas in modern AMLs.

Python for Data Analysis - Wes McKinney 2017-09-25
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
Refactoring - Paul Becker 1999
Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.

Advanced Guide to Python 3 Programming - John Hunt 2019-09-18
Advanced Guide to Python 3 Programming delves deeply into a host of subjects that you need to understand if you are to develop sophisticated real-world programs. Each topic is preceded by an introduction followed by more advanced topics, along with numerous examples, that take you to an advanced level. There are nine different sections within the book covering Computer Graphics (including GUIs), Games, Testing, File Input and Output, Databases Access, Logging, Concurrency and Parallelism, Reactive programming, and Networking. Each section is self-contained and can either be read on its own or as part of the book as a whole. This book is aimed at the those who have learnt the basics of the Python 3 language but want to delve deeper into Python's eco system of additional libraries and modules, to explore concurrency and parallelism, to create impressive looking graphical interfaces, to work with databases and files and to provide professional logging facilities.

Perl to Python Migration - Martin C. Brown 2002
Perl programmers: Leverage your Perl skills with Python. Key issues developers face in migrating to Python--and practical solutions. Includes an in-depth introduction to Python's object-oriented facilities. Contains extensive sample code for data manipulation, networking, and Web programming.

Learn Python in One Day and Learn It Well - Jamie Chan 2015-01-07
Master Python Programming with a unique Hands-On Project Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily

master the Python language even if you have never coded before. Carefully Chosen Python Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it"ll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Python coding? This book is for you. Click the "Add to Cart" button to buy it now. 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 more... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the "Add to Cart" button now to start learning Python. Learn it fast and learn it well.
A Primer on Scientific Programming with Python - Hans Petter Langtangen 2016-07-28 The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015
Python for Everybody - Charles R. Severance 2016-04-09 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. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Introduction to Computation and Programming Using Python, second edition - John V. Guttag 2016-08-12
The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Learning Python - Mark Lutz 2013-06-12
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

C# - Herbert Schildt 2002
Learn everything you need to know about Microsoft's new programming language for the .NET platform. Programming guru and best-selling author Herb Schildt presents not only code but valuable insight into best programming practices, so you can implement C# effectively.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods,

numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Regular Expression Pocket Reference - Tony Stubblebine 2007-07-18
A guide to the syntax and semantics of regular expressions for Perl 5.8, Ruby, Java, PHP, C#, .NET, Python, JavaScript, and PCRE.

Python for Biologists - Martin Jones 2013
Python for biologists is a complete programming course for beginners that will give you the skills you need to tackle common biological and bioinformatics problems.

Programming with Python - T R Padmanabhan 2017-01-13
Based on the latest version of the language, this book offers a self-contained, concise and coherent introduction to programming with Python. The book's primary focus is on realistic case study applications of Python. Each practical example is accompanied by a brief explanation of the problem-terminology and concepts, followed by necessary program development in Python using its constructs, and simulated testing. Given the open and participatory nature of development, Python has a variety of incorporated data structures, which has made it

difficult to present it in a coherent manner. Further, some advanced concepts (super, yield, generator, decorator, etc.) are not easy to explain. The book specially addresses these challenges; starting with a minimal subset of the core, it offers users a step-by-step guide to achieving proficiency.

Perl - Martin C. Brown 2001
Written by Martin Brown, Perl expert and author of the highly praised first edition, this comprehensive reference is ideal for developers of every level, and is updated to include coverage of Perl 5.6.

The Clean Coder - Robert C. Martin 2011
Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

PYTHON PROGRAMMING - Clive Campbell 2020-12-23
THIS BOOK INCLUDES: Python for beginners PYTHON PROGRAMMING - The Ultimate Guide from beginners to Experts PYTHON PROGRAMMING - The Ultimate Expert Guide . You Are About to Discover The Ins And Outs Of Python Programming Language From The Basics To Its Application In Advanced Computing Concepts Like Machine Learning, Computer Science, Artificial Intelligence And More! Python is now: The preferred programming language for advanced computing concepts like data analytics, machine learning, artificial intelligence, big data, computer science and more The most taught first programming language One of the most common used programming languages in the world The programming language that has been used to write code for important processes on some of the most popular websites in the world like Facebook, Dropbox, Google Maps, YouTube, Instagram and many others Do you know why? The short answer is "because it works". And the long answer is this: "It is highly scalable, easy to use, with a rich powerful library that make it possible to use it for everything from writing simple code to advanced computing, a very active online community, a large collection of third party modules and packages as well as the fact that it also supports object oriented development!" By virtue that you are reading this, it is clear you want to start learning programming with python, from the basics all the way to the advanced computing stuff. And this 3 in 1 book is about to show you the ins and outs of python to do just that. I know you have lots of questions going through your mind... Where exactly do you start as you learn python? Why should you make python your programming language of choice whether you are a complete beginner to programming or not? How do you write your first program with python? How can you start using python for advanced computing stuff like artificial intelligence, robotics, machine learning, data analytics, big data, data science and the likes? If you have these and other related questions, this 3 in 1 book is for you so keep reading. More precisely, this 3 in 1 book will teach you: An in-depth analysis of python; what it is and how to install it on different operating systems How you stand to benefit by learning Python Why python is considered the most suitable programming language for advanced computing such as in machine learning, deep learning, artificial intelligence etc. Steps to take to write your very first program on python Step by step process to perform data analysis with python Everything you need to know about variables in python The most suitable python libraries you should use for advanced computing How to leverage the power of python to handle a variety of machine learning algorithms How you can insert comments in python to keep your code clean How to work with files on python Simple projects to get you started with python Varied data types used in python Powerful tips for successful use of python and how to handle any problems in code that may arise And MUCH MORE! Even if this is your first programming language to learn, you are in safe hands, as this book will break down the seemingly complex terms and concepts using simple, straightforward language to enable you put what you learn into action. Click Buy Now to get started!

Python Programming - Ryan Turner 2020-02-09
If you're looking for a way to become an expert coder and impress your friends with the programs you can make from scratch, then pay attention. Here's the deal. You've decided that

one of the most in-demand skills is the best place to start when making money. However, learning how to code can be a very long and arduous process. But, not learning it and hiring a programmer can be very expensive. You may want to build an app or code a website, but the costs have always been too high, making it pointless and not very cost-effective. Sound familiar? If it does, then the information inside this book is your answer. You will be given all the tips, tricks, and practice codes you need to learn Python, the solid programming language used in hundreds of industries around the world. This information allows you to become skilled much faster and perfect your coding skills in no time. Imagine cutting months off your learning curve and getting a strong base of knowledge in no time at all. Imagine getting your project done yourself for a fraction of the cost. This all is possible with the help of this three-books bundle, featuring beginner, intermediate, and expert guides! This guidebook goes more in-depth about the Python language. This is detailed, scientific information compiled together by experts in an easy-to-listen-to fashion. In this Python guide, you will discover: Book one: The benefits of Python How to get up and running with Python Full instructions of how to code How to make predictions with algorithms Real-world examples of Python The three different examples of coding Book two: The importance of machine learning The basics of working with Python How to set up your Python environment Data preprocessing with machine learning Working with linear regression in machine learning Book three: The best benefits of Python and why programmers around the world choose it How to download the Python language on your computer, regardless of the operating system you prefer How to write your first program in Python What is means to work with an object-oriented programming language How to write conditional statements, loops, functions, variables, classes, exceptions, and more If you want to learn more about how to get the best Python training, and if you are ready to write your own codes and turn your ideas into reality, then simply click the "Buy Now" button on this page to get started.

Clean Code - Robert C. Martin 2009
Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Practical Python Data Wrangling and Data Quality - Susan E. McGregor 2021-12-03
The world around us is full of data that holds unique insights and valuable stories, and this book will help you uncover them. Whether you already work with data or want to learn more about its possibilities, the examples and techniques in this practical book will help you more easily clean, evaluate, and analyze data so that you can generate meaningful insights and compelling visualizations. Complementing foundational concepts with expert advice, author Susan E. McGregor provides the resources you need to extract, evaluate, and analyze a wide variety of data sources and formats, along with the tools to communicate your findings effectively. This book delivers a methodical, jargon-free way for data practitioners at any level, from true novices to seasoned professionals, to harness the power of data. Use Python 3.8+ to read, write, and transform data from a variety of sources Understand and use programming basics in Python to wrangle data at scale Organize, document, and structure your code using best practices Collect data from structured data files, web pages, and APIs Perform basic statistical analyses to make meaning from datasets Visualize and present data in clear and compelling ways

Python Essential Reference - David Beazley 2009-06-29
Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is

the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation

Programming for Computations - Python - Svein Linge 2016-07-25

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.

Working Effectively with Legacy Code - Michael Feathers 2004-09-22

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

PHP: The Complete Reference - Steven Holzner 2008

Complemented by hundreds of illustrations, a comprehensive resource on the latest version of PHP, the dominant programming language of the Web, demonstrates how to develop a variety of dynamic Web applications--including guest books, chat rooms, and shopping carts--with coverage of data handling, databases, object-oriented programming, AJAX, XML, security issues, and other topics. Original. (Intermediate)