

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

Have you always wanted to Learn Python Programming but you have thought it to be too difficult for you? You are a beginner or maybe you master other programming languages and you want to Learn Python Coding fast and efficiently? Are you looking for the best Python Crash Course? If yes, then this book is for you. You no longer have to lose your time and resources learning Python from long books, costly online courses or very complicated Python tutorials. This book offers you a great opportunity. Simplicity Complexity is reduced thanks to easy step by step guidance so that you can progress easily with the Python language even if you have never programmed before. Best Order and Selection of topics to Learn Python Fast Topics are selected and ordered to give you the best knowledge of Python in the lowest amount of time without overloading you with information. Selected Practice Exercises and Examples Exercises and examples are selected to show thoroughly all concepts and the results of the examples are shown right away so you can see the result even when away from your computer Why is this book different... Unlike other books, this a complete book for beginners with all the concepts you need and you will have the opportunity to test thoroughly your knowledge! Are you ready to enter the exciting world of Python? Then this book is for you. Get Your Copy Now! Scroll up and click on "Buy Now with 1-Click". What you'll learn: - What is Python - How to install python and what is the best distribution - What are data types and variables - How to work with numbers in Python - What operators there are in Python and when to use them - How to manipulate Strings - How to implement Program Flow Controls - How to implement loops in Python - What are Python lists, tuples, sets and dictionaries and how to use them - How to create modules and functions - How to program according to the Object Oriented paradigm - How to create classes - What are and how to use Inheritance, Polymorphism and Abstraction and Encapsulation and much more... Across the entire book you'll be helped through practical exercises that require the application of all the topics covered. Click the BUY button and download the book now to start learning Python well and fast!

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide2 you can use to build real-life applications. Learn the fundamental building blocks of Qt applications — Widgets, Layouts & Signals and learn how Qt uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Support forum for all readers - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to:

- Use fundamental data structures like lists, tuples, and maps
- Organize and reuse your code with functions and modules
- Use control structures like loops and conditional statements
- Draw shapes and patterns with Python's turtle module
- Create games, animations, and other graphical wonders with tkinter

Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Python Workbook for Beginners with Hands-On Projects Are you looking for a hands-on approach to learn Python fast? Or perhaps you have just completed a Python course and are looking for practice questions to test your Python skills. Do you have problems with some Python concepts and are looking for a workbook to provide you with more questions and solutions to learn from? This workbook is for you. This book is designed to be the accompanying workbook for the book "Learn Python In One Day and Learn It Well (2nd Edition)" by the same author. It can also be used as a standalone workbook for you to test and improve your

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

knowledge of the Python syntax. What this book offers... Carefully designed questions Each question in this workbook is crafted to help you gradually build your programming skills, focusing on one or two concepts at a time and increasing in level of difficulty as we progress through the chapters. Clear and Easy to Understand Solutions All solutions in this book are extensively tested by a group of beta readers. The solutions provided are simplified as much as possible so that they can serve as examples for you to refer to when you are learning a new syntax. Two Projects to Consolidate Your Learning This workbook also includes two projects at the end to help you consolidate your learning. While the individual chapters prior to the projects help you learn one concept at a time, these two projects require the application of multiple concepts covered in previous chapters and allow you to see how everything works together. What this book aims to do... This workbook is written with one goal in mind - to help new programmers overcome their initial obstacles to learning. A lot of times, when new programmers look at code written by other programmers, they tend to feel intimidated as a lot of the code looks complicated to them. A complete program written by other programmers incorporates many different concepts. The goal of this workbook is to isolate the different concepts so that new programmers can gradually gain competency in the fundamentals of the language before working on bigger projects at the end of the book. Programming does not have to be scary or frustrating when you take one step at a time. Ready to start practicing and building your Python skills? Click the BUY button now to download this workbook. Topics Covered: - Variables and Mathematical Operations in Python- Common data types, including integers, floats, strings- Lists, Tuples and Dictionaries- String Formatting- Accepting user inputs and displaying outputs- Comparison and Condition Statements- Control flow tools in Python- 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- Object Oriented Programming Concepts- Classes, Subclasses and Inheritance..and more... Click the BUY button now to start learning and practicing your Python skills. Learn it fast and learn it well.

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

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

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 Master HTML and CSS with Interactive Exercises and a unique Hands-On Project Have you always wanted to learn HTML and CSS but are afraid it'll be too difficult for you? Or perhaps you are a blogger who wants to tweak your blog's design without having to spend money on an expensive theme? This book is for you. You no longer have to waste your time and money learning HTML and CSS from lengthy books, expensive online courses or complicated tutorials. Nor do you have to spend money buying expensive website themes. There are tons of free CSS templates online that you can download and modify to build your own website IF you know HTML and CSS. What this book offers... HTML and CSS for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the two languages even if you have never coded before. Carefully Chosen Examples (with images) Examples are carefully chosen to illustrate all concepts. In addition, images are provided whenever necessary so that you can immediately see the visual effects of various CSS properties. Learn The Languages Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn HTML and CSS in just one day and start coding immediately. How is this book different... The best way to learn HTML and CSS is by doing. End-of-Chapter Exercises Each CSS chapter comes with an end-of-chapter exercise where you get to practice the different CSS properties covered in the chapter and see first hand how different CSS values affect the design of the website. Bonus Project The book also includes a bonus project 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 see how the various concepts tie together. After completing the project, you will not walk away with just a vague understanding of HTML and CSS. You will have achieved a level of understanding and mastery that enables you to start coding your own website immediately. Are you ready to dip your toes into the exciting world of HTML and CSS? This book is for you. Click the "Add To Cart" button and download it now. What you'll learn: What is CSS and HTML? What software do you need to write and run CSS codes? What are HTML tags and elements? What are the commonly used HTML tags and how to use them? What are IDs and Classes? What is the basic CSS syntax? What are CSS selectors? What are pseudo classes and pseudo elements? How to apply CSS rules to your website and what is the order of precedence? What is the CSS box model? How to position and float your CSS boxes How to hide HTML content How to change the background of CSS boxes How to use the CSS color property to change colors How to modify text and font of a website How to create navigation bars How to create gorgeous looking tables to display your data .. and

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

more... Click the "Add to Cart" button and download the book now to start learning HTML and CSS. Learn them fast and learn them well.

If you are one of them who easily get scared of Python's long, complicated code, then this e-book is for you. Python is a powerful programming language used on various platforms like video streaming and file hosting services. Getting proficient in Python language means you are capable of creating scientific applications, data sciences or machine learning algorithm. The biggest advantage of Python is that it is a free language, and anyone can change, correct or improve the algorithm. If you want to learn Python real fast, this course can be helpful to you. It extracted some complex concepts of Python and explained them into simple steps. The e-book made Python so simple that you can easily master the Python language even if you have never coded before. The e-book has covered various Python coding concepts like classes, objects, tuples, strings, and so on. The examples are chosen carefully to illustrate all the Python concepts in easy to understand for beginners. The book also links to the additional course, guidance and tutorials for further reference. Even kids can use this e-book as a Python dictionary, where they can quickly learn Python programming concepts. Table Of Content Chapter 1: Install Python Chapter 2: Creating Your First Python Program Chapter 3: Python Main Function Chapter 4: Variables Chapter 5: Strings Chapter 6: TUPLE Chapter 7: Python Dictionary Chapter 8: Operators Chapter 9: Functions Chapter 10: IF Statement Chapter 11: Loops Chapter 12: Class & Objects Chapter 13: Regular Expressions Chapter 14: Date, time and datetime classes in Python Chapter 15: Calendar Chapter 16: Reading and Writing Files in Python Chapter 17: If File or Directory Exists Chapter 18: Python COPY File Chapter 19: Python Rename File Chapter 20: Python ZIP file Chapter 21: Accessing Internet Data with Python Chapter 22: Manipulating XML with Python The e-book has used screenshot and graphics explicitly for explaining code examples. With this Python crash course, you will discover that Python is not what that lengthy books, expensive online courses or complicated Python tutorial books have projected. After reading this Python book, you will not only gain knowledge but able to retain the knowledge for longer.

A collection of progressively more complex Python programming challenges to help students learn to code in a naturally engaging way.

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

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

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.

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.

Learn efficient Python coding within 7 days About This Book Make the best of Python features Learn the tinge of Python in 7 days Learn complex concepts using the most simple examples Who This Book Is For The book is aimed at aspiring developers and absolute novice who want to get started with the world of programming. We assume no knowledge of Python for this book. What You Will Learn Use if else statement with loops and how to break, skip the loop Get acquainted with python types and its operators Create modules and packages Learn slicing, indexing and string methods Explore advanced concepts like collections, class and objects Learn dictionary operation and methods Discover the scope and function of variables with arguments and return value In Detail

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

Python is a great language to get started in the world of programming and application development. This book will help you to take your skills to the next level having a good knowledge of the fundamentals of Python. We begin with the absolute foundation, covering the basic syntax, type variables and operators. We'll then move on to concepts like statements, arrays, operators, string processing and I/O handling. You'll be able to learn how to operate tuples and understand the functions and methods of lists. We'll help you develop a deep understanding of list and tuples and learn python dictionary. As you progress through the book, you'll learn about function parameters and how to use control statements with the loop. You'll further learn how to create modules and packages, storing of data as well as handling errors. We later dive into advanced level concepts such as Python collections and how to use class, methods, objects in python. By the end of this book, you will be able to take your skills to the next level having a good knowledge of the fundamentals of Python. Style and approach Fast paced guide to get you up-to-speed with the language. Every chapter is followed by an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website

Python has gone to be one of the most popular programming languages in the world, and you will be one of the few people left out if you don't add this knowledge to your arsenal. If you're looking to learn Python, now is an excellent time to do so. But where do you begin? You can start right here, right now, with this book. It makes learning Python simple, fast, and easy, taking away the confusion from learning a new language. When learning a new language, it's easy to be overwhelmed and not know where to start or what to focus on. You can spend a long time pursuing tutorials online only to find out you don't really understand any of the concepts they covered. That won't be a problem here! This book follows a step by step guide, walking you through everything you need to know about Python in an easy to follow fashion. It will teach you all the basics of Python, and even some of the more advanced Python concepts, taking you from beginner to intermediate Python programmer. This book will give you: A solid foundation in Python programming. Intermediate and advanced topics once you've mastered the basics. Simple explanations of code, broken down into easy to follow steps. Python programming exercises and solutions. Two projects at the end of the book designed to help you bring all the concepts you've learned together. Source code files you can refer to and run on your computer.

Learn Python In 3 Days: Step by Step Guide for Beginners to Advanced is the world's best-selling guide to the Python programming language. This fast-paced, Learn the fundamentals of Python and practice problems. Python is an easy to learn programming language with a wide variety of well-paying jobs in many fields, including data science, web development, and network programming. There couldn't be a better time for you to join the world of Python! Who this Book is for: People interested in programming who have no prior programming experience Newer Python programmers who need a refresher on Python Students

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

taking a Python class in school who want a supplementary learning resource
Programming hobbyists
Anyone else who is interested in learning Python
In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to...
Install and run the right version of Python for your operating system
Store, manipulate, reformat, combine, and organize information
Create logic to control how programs run and what they do
Interact with users or other programs, wherever they are
Save time and improve reliability by creating reusable functions
Master Python data types: numbers, text, lists, and dictionaries
Write object-oriented programs that work better and are easier to improve
Expand Python classes to make them even more powerful
Use third-party modules to perform complex tasks without writing new code
Split programs to make them more maintainable and reusable
Clearly document your code so others can work with it
Store data in SQLite databases, write queries, and share data via JSON
Simplify Python web development with the Flask framework
Quickly program Python games with PyGame
Avoid, troubleshoot, and fix problems with your code

??
Bonus: Buy the Paperback version of this book, and get the kindle eBook version included for FREE**
If you have been trying to learn the Python program for some time now and you have decided this is the time, Python for Beginners is the book that you should get. Start as a beginner and finish as a pro. Not only because of the information that you get from the book, also because of the motivation.
Learning about Python the easy way should be your motto. Most of the content that you are likely to find out there about Python is likely to leave you halfway asleep. However, even though this book has technical stuff (because it is needed), will also give you some fun facts about Python, keep you entertained ,and most importantly, informed. It is important to have a book that can guide you during your first stages of becoming a programmer. When it comes to learning about something as crucial as this, you want to make sure that the first thing you read guides you well - a book that you can refer to from time to time when you want to look into something that concerns the program. The book will give insights about the two major versions of Python that is Python 2 and 3. You will get to know their differences. You will know the importance of coding and why you need to come up with a good code. If you have been wondering how to

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

install Python on either your Windows or Mac operating system, this is your chance to learn. You will get a step by step guide on how to program via the Tkinter tutorial. There is a lot of information on this book that will prove to be helpful. As a beginner, you will need a lot of information that will add value to your agenda. If you have a dream of one day programming a software with the Python program, don't start tomorrow - start today! It is important to have a guide that will give you useful throughout your journey. You need to stop procrastinating and start learning how to code the easy way! Start your journey once you buy this book! Inside you will find ?The difference between Python 2 and 3 and how they both work ?A step-by-step guide that will tell you how to install the program on both Windows and Mac ?The organization of the Python code ?The functions that are in Python and why you should use Python while programming ?Learn about the classes and objects in Python ?Get to know how Python code is organized and the importance of writing a good code ?This and more..... So what are you waiting for??? Scroll back up and order this book NOW.

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

- Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django
- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use data to generate interactive visualizations
- Create and customize web apps and deploy them safely online
- Deal with mistakes and errors so you can solve your own programming problems

If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

Master Powerful Off-the-Shelf Business Solutions for AI and Machine Learning Pragmatic AI will help you solve real-world problems with contemporary machine learning, artificial intelligence, and cloud computing tools. Noah Gift demystifies all the concepts and tools you need to get results—even if you don't have a strong background in math or data science. Gift illuminates powerful off-the-shelf cloud offerings from Amazon, Google, and Microsoft, and demonstrates proven techniques using the Python data science ecosystem. His workflows and examples help you streamline and simplify every step, from deployment to production, and build exceptionally scalable solutions. As you learn how machine language (ML) solutions

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

work, you'll gain a more intuitive understanding of what you can achieve with them and how to maximize their value. Building on these fundamentals, you'll walk step-by-step through building cloud-based AI/ML applications to address realistic issues in sports marketing, project management, product pricing, real estate, and beyond. Whether you're a business professional, decision-maker, student, or programmer, Giff's expert guidance and wide-ranging case studies will prepare you to solve data science problems in virtually any environment. Get and configure all the tools you'll need Quickly review all the Python you need to start building machine learning applications Master the AI and ML toolchain and project lifecycle Work with Python data science tools such as IPython, Pandas, Numpy, Jupyter Notebook, and Sklearn Incorporate a pragmatic feedback loop that continually improves the efficiency of your workflows and systems Develop cloud AI solutions with Google Cloud Platform, including TPU, Colaboratory, and Datalab services Define Amazon Web Services cloud AI workflows, including spot instances, code pipelines, boto, and more Work with Microsoft Azure AI APIs Walk through building six real-world AI applications, from start to finish Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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

The world of Raspberry Pi is evolving quickly, with many new interface boards and software libraries becoming available all the time. In this cookbook, prolific hacker and author Simon Monk provides more than 200 practical recipes for running this tiny low-cost computer with Linux, programming it with Python, and hooking up sensors, motors, and other hardware—including Arduino. You'll also learn basic principles to help you use new technologies with Raspberry Pi as its ecosystem develops. Python and other code examples from the book are available on GitHub. This cookbook is ideal for programmers and hobbyists familiar with the Pi through resources such as Getting Started with Raspberry Pi (O'Reilly). Set up and manage your Raspberry Pi Connect the Pi to a network Work with its Linux-based operating system Use the Pi's ready-made software Program Raspberry Pi with Python Control hardware through the GPIO connector Use Raspberry Pi to run different types of motors Work with switches, keypads, and other digital inputs Hook up sensors for taking various measurements Attach different displays, such as an LED matrix Create dynamic

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

projects with Raspberry Pi and Arduino Make sure to check out 10 of the over 60 video recipes for this book at: <http://razzpisampler.oreilly.com/> You can purchase all recipes at:

You're already a smart person, you don't need a 1000+ page book to get you started on the web's fastest growing programming platform. Instead, *Learn Python in One Hour* delivers on the promise of code literacy while saving your most precious commodity — time itself.

Volkman's innovative programming-by-example approach means you focus on usage, not mindless detail. Based on the author's sold-out live seminars, you'll see Python's flexible coding technique in action as we refactor from script to procedural to object-oriented during actual problem solving. In a twelve-lesson progression, you'll be exposed to this and more:

- Basic file input and output operations, including exceptions
- Using functions to compute and return multiple values
- Basic elements of a class definition and how to call methods
- Lists, dictionaries, sets, and other collections
- Iteration through collections, files, sorted sets
- Searching strings with regular expressions (regex)
- Client and server programs for REST methods
- Using threads in Python for multiple tasks
- CGI-BIN programming for simple HTML Forms processing

Six most common Python pitfalls Take the One Hour challenge and see if you too can pick up 90% of syntax and semantics in less time than you probably spend commuting each day.

About the Author *Victor R. Volkman* graduated cum laude from Michigan Technological University with a BS in Computer Science in 1986. Since then, he has written for numerous publications, including *The C Gazette*, *C++ Users Journal*, *Windows Developers Journal*, and many others. He has taught college-level programming courses at Washtenaw Community College and has served on its Computer Information Science (CIS) Faculty Advisory Board for more than a decade. Volkman says Python helped him "rediscover the joy of programming again." www.volkman.org From *Modern Software Press*

Discover everything you need to know about Python to turn your passion of programming into a job you'll love. Fueled by fun and practical examples, this book gives high schoolers who want learn an easy programming language ideas for how to leverage them in the workforce. Start with the basics and before you know it, you'll be building your own web sites, doing white-hat hacking, finding code bugs and errors, and creating games, including using Python to roll characters for RPGs. Every chapter is relaxed and informal, like learning with a cool teacher all the time. Computers, phones and the web are your playground, and you'll be ready to join the party with your own content. Going beyond posts and uploads means learning to program, and Python is a great choice to get started. It's quick to learn, it's flexible, and if you want, it may get you a Python job that pays more than minimum wage when you're out of school. Python for Teenagers is the most fun you'll have while learning. What You'll Learn Review programming basics - you gotta start somewhere Code applications that follow directions and make decisions Understand Classes and objects - when a program is a child Make games with graphics and animation Who This Book Is For High schoolers who want learn an easy programming language.

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

Learn PHP Fast and Learn It Well. Master PHP Programming with a unique Hands-On Project New Book by Best Selling Author Jamie Chan. Book 6 of the Learn Coding Fast Series. Do you want to learn PHP fast but are overwhelmed by all the information you find online? Or perhaps you have completed numerous PHP tutorials but are still unsure how everything works together. This book is for you. You no longer have to waste your time and money learning PHP from lengthy books, expensive online courses or fragmented PHP tutorials. This book covers all the major topics in PHP and is written in a concise and to the point manner. In addition, you'll be guided through a project at the end of the book where you get to apply the concepts learned and see how it all ties together. What this book offers... PHP for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master PHP even if you have never coded before. Concepts are presented in a "to-the-point" style to cater to the busy individual; no fluff or unnecessary details. Careful selection of topics Topics are carefully selected to give you a broad exposure to PHP. These topics include HTML form handling, security management (prevention of XSS and SQL injection), object-oriented programming, error and exception handling techniques, databases and more. Carefully Chosen PHP Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples is provided immediately so you do not have to wait till you have access to your computer to test the examples. How is this book different... The best way to learn programming is by doing. This book includes a complete project at the end of the book where you get to build a mini-blog using PHP and MySQL. Working through the project gives you a chance to see how everything works together, including how to set up your servers, create a database, connect to it, process forms, manage security issues, handle errors and exceptions and more. Completing the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge you've learned and master the language. Are you ready to dip your toes into the exciting world of PHP coding? This book is for you. Click the BUY button and download it now. Pre-requisites: Note that this book requires basic knowledge of HTML and SQL. What you'll learn: - What is PHP- What software do you need to run PHP scripts- How to set up your own server- What are constants, variables and operators- What are the common data types in PHP- How to control the flow of your PHP program using If statements, while loops etc- How to use numerous built-in functions in PHP- How to define your own functions- What is a cookie and session and how to use them- How to process HTML forms using the get and post methods- How to prevent attacks on your site - What is OOP and inheritance- How to connect to a database- How to handle errors and exceptions.. and more... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button and download the book now to start learning PHP. Learn it fast and learn it well.

Are you thinking about learning how to use the Python programming language? Thinking about

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

getting started on a programming career? Are you thinking about learning data science? This book is for you!

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

For kids and beginners of all ages, this picture book teaches you how to code in the Python programming language through an illustrated story. Learning Python has never been this fun...or fast!

With this practical book, AI and machine learning practitioners will learn how to successfully build and deploy data science projects on Amazon Web Services. The Amazon AI and machine learning stack unifies data science, data engineering, and application development to help level up your skills. This guide shows you how to build and run pipelines in the cloud, then integrate the results into applications in minutes instead of days. Throughout the book, authors Chris Fregly and Antje Barth demonstrate how to reduce cost and improve performance. Apply the Amazon AI and ML stack to real-world use cases for natural language processing, computer vision, fraud detection, conversational devices, and more Use automated machine learning to implement a specific subset of use cases with SageMaker Autopilot Dive deep into the complete model development lifecycle for a BERT-based NLP use case including data ingestion, analysis, model training, and deployment Tie everything together into a repeatable machine learning operations pipeline Explore real-time ML, anomaly detection, and streaming analytics on data streams with Amazon Kinesis and Managed Streaming for Apache Kafka Learn security best practices for data science projects and workflows including identity and access management, authentication, authorization, and more

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

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

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. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Master C# Programming with a unique Hands-On Project (Updated for VS Community 2017) 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 C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C# for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# 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. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C# Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. At the end of the book, you'll be guided through a unique project that requires the application of all the concepts taught previously. Working through the project will not only help you see how it all ties together, it'll also give you an immense sense of achievement and the exhilaration of turning lines of code into a finished product that you can be proud of! Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: Introduction to C#- What is C#? - How to install and run Visual Studio Community 2015? Data types and Operators - What are the common data types in C#? - What are arrays and lists? - How to format C# strings - What is a value type vs reference type? - What are the common C# operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, properties, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? - What is an enum and struct? Controlling the Flow of a Program- What are condition statements? - How to use control flow statements in C# - What are jump statements? - How to handle errors and exceptions and Others...- How to accept user inputs and display outputs - How to use LINQ to save yourself from hours of work - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning C#. Learn it fast and learn it well.

Learn SQL (using MySQL) Fast and Learn It Well. Master SQL Programming with a unique Hands-On ProjectThe information era is upon us and the ability to organize and make sense of data has become an invaluable skill.Have you been hearing about data, databases and SQL and wondering what it's all about? Or perhaps you have just gotten a new job and need to learn SQL fast. This book is for you. You no longer have to feel lost and overwhelmed by all the fragmented tutorials online, nor do you have to waste your time and money learning SQL from lengthy books and expensive online courses.What this book offers...Learn SQL FastConcepts in this book are presented in a "to-the-point" and concise style to cater to the busy individual. With this book, you can learn SQL in just one day and start coding

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

Immediately. SQL for Beginners Complex topics are broken down into simple steps with clear and carefully chosen examples to ensure that you can easily master SQL even if you have never coded before. 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. Complete process with well thought out flow The complete process from database creation, table creation, data input, manipulation and retrieval etc is covered. The flow of the book is carefully planned to ensure that you can easily follow along. How is this book different... The best way to learn SQL is by doing. This book provides examples for all concepts taught so that you can try out the different SQL commands yourself. In addition, you'll be guided through 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. Ready to embark on your SQL learning journey? This book is for you. Click the BUY button and download it now. What you'll learn: - What is a database and DBMS? - What is SQL? - What software do you need to code SQL programs? - How to create databases and tables in SQL? - What are the common data types in SQL? - How to input data into the database - How to select data from SQL tables - How to use aggregate functions - How to write JOIN and UNION statements - What is a SQL view? - How to write SQL triggers - How to write stored procedures and functions - How to make decisions with IF and CASE statements - How to control the flow of program with WHILE, REPEAT and LOOP statements - What are cursors and how to use them?.. and more... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button and download the book now to start learning SQL. Learn it fast and learn it well.

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The Glossary is also worth going through.

"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"--Page 4 of cover.

Google and YouTube use Python because it's highly adaptable, easy to maintain, and allows for rapid development. If you want to write high-quality, efficient code that's

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

easily integrated with other languages and tools, this hands-on book will help you be productive with Python quickly -- whether you're new to programming or just new to Python. It's an easy-to-follow self-paced tutorial, based on author and Python expert Mark Lutz's popular training course. Each chapter contains a stand-alone lesson on a key component of the language, and includes a unique Test Your Knowledge section with practical exercises and quizzes, so you can practice new skills and test your understanding as you go. You'll find lots of annotated examples and illustrations to help you get started with Python 3.0. Learn about Python's major built-in object types, such as numbers, lists, and dictionaries Create and process objects using Python statements, and learn Python's general syntax model Structure and reuse code using functions, Python's basic procedural tool Learn about Python modules: packages of statements, functions, and other tools, organized into larger components Discover Python's object-oriented programming tool for structuring code Learn about the exception-handling model, and development tools for writing larger programs Explore advanced Python tools including decorators, descriptors, metaclasses, and Unicode processing

??BONUS??: Buy a paperback copy of this book today and the Kindle version will be available to you Absolutely FREE (Only For Amazon US Customers). If You Want To Learn Python Programming In As Little As 5 Days - Even If You Have No Technical Skills Whatsoever, Read On... How many times have you thought about learning how to code but got discouraged because you had no technical background, didn't have the time to learn, or you just didn't think you were smart enough? Well, we have good news for you. You Don't Need An Expensive Computer Science Degree, A 500 Page Textbook or A Genius Mind To Learn The Basics Of Python Programming! Amazon bestselling author, James Tudor, provides a concise, step-by-step guide to Python programming for beginners. A lot of examples, illustrations, end of chapter summary and practice exercises (with solutions) are provided to help the reader learn faster, remember longer and develop a thorough understanding of key concepts. In This Book, you'll discover: A concise. Simple. Newby friendly style of teaching that lends itself well to beginners Chapters that have been sliced into bite-size chunks to give you the information you need (at that point in time) so you're not overwhelmed. Lots of simple, step-by-step examples and illustrations are used to emphasis key concepts and help improve your understanding Each practice exercise builds on concepts discussed in previous chapters so your learning is reinforced as you progress. Topics are carefully selected to give you a broad exposure to Python, while not overwhelming you with too much (potentially unnecessary) information. An end of chapter summary is presented to give you key take aways that help you solidify your understanding **PLUS, BONUS MATERIALS:** The first few pages of this book will show you how to download an answer booklet that summarizes all the solution to the practice exercises presented in this book. You no longer have to waste your time and money trying to learn Python from expensive online courses, college degrees or unnecessarily long textbooks that leave you thousands of dollars in debt, more confused and frustrated. If you're ready to learn the basics of python programming 5 days from TODAY, grab a copy of this book today! Scroll to the top of the page and click the "BUY NOW" button!

Are You Ready To Learn Python Fast and Learn it Well? Have you always wanted to learn Python programming but are afraid it'll be too difficult for you? What if you had

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

access to a Python guide that literally takes you step by step through every essential process of learning the python language? This book is for you. Enough of wasting your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. ****Bonus Included Inside**** Download your FREE Python Cheat sheet! Here's What You'll Learn From This Python For Beginners Book: - What is Python? - Why you should Learn Python? - What software you need to code and run Python programs? - What are Variables and Data Operators? - What are the common data types in Python? - What are Lists and Tuples? - How to format strings - What are functions and modules? - How to define your own functions and modules? - Decision Making and Flow Control in Python - How to accept user inputs and display output? - How to control the flow of program with loops? - How to handle errors and exceptions? - How to work with external files? - What are regular expressions? - And much more!! Finally, you'll be guided through two Practice Sets that require the application of all the topics covered. So What Are You Waiting For? Click the BUY button now to start learning Python. Tags: ----- Python, Object-oriented Python, Python crash course, Python book, learn Python, Python language, Python 3, Python examples, Python tutorials, Python programming language, Python coding, Python programming for beginners, Python for Dummies

From the ads that track us to the maps that guide us, the twenty-first century runs on code. The business world is no different. Programming has become one of the fastest-growing topics at business schools around the world. An increasing number of MBAs are choosing to pursue careers in tech. For them and other professionals, having some basic coding knowledge is a must. This book is an introduction to programming with Python for MBA students and others in business positions who need a crash course. One of the most popular programming languages, Python is used for tasks such as building and running websites, data analysis, machine learning, and natural-language processing. Drawing on years of experience providing instruction in this material at Columbia Business School as well as extensive backgrounds in technology, entrepreneurship, and consulting, Mattan Griffel and Daniel Guetta teach the basics of programming from scratch. Beginning with fundamentals such as variables, strings, lists, and functions, they build up to data analytics and practical ways to derive value from large and complex datasets. They focus on business use cases throughout, using the real-world example of a major restaurant chain to offer a concrete look at what Python can do. Written for business students with no previous coding experience and those in business roles that include coding or working with coding teams, Python for MBAs is an indispensable introduction to a versatile and powerful programming language.

Leverage the numerical and mathematical modules in Python and its standard library as well as popular open source numerical Python packages like NumPy, SciPy, FiPy, matplotlib and more. This fully revised edition, updated with the latest details of each package and changes to Jupyter projects, demonstrates how to numerically compute solutions and mathematically model applications in big data, cloud computing, financial engineering, business management and more. Numerical Python, Second Edition, presents many brand-new case study examples of applications in data science and statistics using Python, along with extensions to many previous examples. Each of these demonstrates the power of Python for rapid development and exploratory

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

computing due to its simple and high-level syntax and multiple options for data analysis. After reading this book, readers will be familiar with many computing techniques including array-based and symbolic computing, visualization and numerical file I/O, equation solving, optimization, interpolation and integration, and domain-specific computational problems, such as differential equation solving, data analysis, statistical modeling and machine learning. What You'll Learn Work with vectors and matrices using NumPy Plot and visualize data with Matplotlib Perform data analysis tasks with Pandas and SciPy Review statistical modeling and machine learning with statsmodels and scikit-learn Optimize Python code using Numba and Cython Who This Book Is For Developers who want to understand how to use Python and its related ecosystem for numerical computing.

This book is written with the programming beginner in mind. The book is designed to get you up to speed with Python as quickly as possible. It covers everything you need to know to become proficient in Python. The book begins with the simplest programming concepts and builds with each chapter. Working examples have been carefully selected to demonstrate the concept being explored. There is an explanation for every line of code, so you are never left in the dark. Once you have mastered the key concepts of the language, you will be presented with some of the most important use cases for Python. For experienced programmers, you will learn how to use Python to manage files on your computer, connect to and query relational databases and how to script cloud architecture on Amazon Web services (AWS). The best way to get the most out of this book is to play around with the examples. Try to rewrite them from memory. Once you can write them, you are ready for Python in business. Remember to ignore line numbers in the examples. The line numbers were manually inserted as annotations to help describe the Python scripts.

New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. 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 Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java 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. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding

Read Book Learn Python In One Day And Learn It Well 2nd Edition Python For Beginners With Hands On Project The Only Book You Need To Start Coding In Python Immediately Volume 1 Learn Coding Fast

Immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique 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 Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

[Copyright: 76f3a99e7aab16ebb1ef0d11aa1bf67c](#)