

Python In Easy Steps

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Python in Easy Steps - Mike McGrath
2018-07-24

Python in easy steps, 2nd edition will guide readers through everything they need to know to start programming with this freely-available programming language. Covers Python 3.7.

GO Programming in easy steps - Mike McGrath 2020-11-13

GO Programming in easy steps has an easy-to-follow style that will appeal to anyone who wants to begin coding computer programs with Google's Go programming language. The code in the listed steps within the book is color-coded making it easier for beginners to grasp. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer. GO Programming in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program is executed. GO Programming in easy steps begins by

explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object-oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs. Table of Contents 1. Get Started 2. Store Values 3. Perform Operations 4. Control Flow 5. Produce Functions 6. Build Structures 7. Create Arrays 8. Harness Time 9. Manage Data 10. Handle Input 11. Employ Concurrency 12. Request Responses

Javascript In Easy Steps - 2003-08-27
JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications(RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX).

Introducing JavaScript · Performing Operations · Making Statements · Using arrays · Date and Time · Doing Mathematics · Addressing Page Objects · Window Properties · Document Properties · Form Properties · Event Handler · JavaScript in DHTML · JavaScript in e-commerce

Learn Python in One Day and Learn It Well (2nd Edition) - Jamie Chan
2017-05-04

"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.

C# Programming in easy steps, 2nd edition - Mike McGrath 2020-05-04

C# Programming in easy steps, 2nd edition will teach you to code applications, and demonstrates every aspect of the C# language you will need to produce professional programming results. Its examples provide clear syntax-highlighted code showing C# language basics including variables, arrays, logic, looping, methods, and classes. *C# Programming in easy steps, 2nd edition* begins by explaining how to install the free Visual Studio Community Edition, to create an environment in which you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the C# language basics before moving on to provide examples of Object Oriented Programming. The book concludes by demonstrating how you can use your acquired knowledge to create graphic programs for traditional PC Desktop apps, and also as Universal apps for multiple devices. *C# Programming in easy steps, 2nd edition* has an easy-to-follow style that will appeal to: · Anyone who wants to begin programming in C# · The programmer who quickly

wants to add C# to their skills set · The hobbyist who wants to begin creating apps for their own computer · The student, and to those seeking a career in computing, who need a fundamental understanding of C# programming Updated for Visual Studio 2019 Table of contents: 1. Getting started 2. Storing values 3. Performing operations 4. Making statements 5. Devising methods 6. Handling strings 7. Accessing files 8. Solving problems 9. Creating objects 10. Controlling events 11. Building an application 12. Targeting devices

Raspberry Pi 3 in easy steps - Mike McGrath 2016-05-27

The Raspberry Pi is an inexpensive programmable credit-card sized computer that plugs into your TV and a keyboard. It can be used for many of the things that your PC does, like spreadsheets, word-processing and playing games, but its real purpose is to inspire children (and adults) to learn how to program. Over five million Raspberry Pis have been sold worldwide, so far! *Raspberry Pi 3 in easy steps* starts with the basic components you'll need, setting up the system and logging into the console. Then, in easy steps, it introduces you to the Raspbian operating system that is optimized for the Raspberry Pi. You'll learn how to customize the look and feel of your system, how to navigate the file system, and how to use the powerful system 'shell' to make things happen for you. The new GPIO interface is fully described, and the new NOOBS installer is also described for setup. *Raspberry Pi 3 in easy steps* enables complete beginners to create their very own computer programs with the Scratch visual programming environment. It also instructs programming in the high-level (human-readable) Python programming language, which is processed by the

Python 'interpreter' to produce results fast. Examples demonstrate how to use the included Python 'pygame' module, to make your own games, and how to use the included 'Tkinter' module to create graphical windowed apps. Raspberry Pi 3 in easy steps also illustrates how to control electrical input and output on the Raspberry Pi header from Python scripts, including lighting a lamp, adding more buttons and controlling projects. With the knowledge gained from this book the reader can confidently advance to any future electronic Raspberry Pi project or other explore other programming environments. Covers the latest versions of Python.

Mission Python - Sean McManus
2018-10-16

Program a graphical adventure game in this hands-on, beginner-friendly introduction to coding in the Python language. Launch into coding with Mission Python, a space-themed guide to building a complete computer game in Python. You'll learn programming fundamentals like loops, strings, and lists as you build Escape!, an exciting game with a map to explore, items to collect, and tricky logic puzzles to solve. As you work through the book, you'll build exercises and mini-projects, like making a spacewalk simulator and creating an astronaut's safety checklist that will put your new Python skills to the test. You'll learn how to use Pygame Zero, a free resource that lets you add graphics and sound effects to your creations, and you'll get useful game-making tips, such as how to design fun puzzles and intriguing maps. Before you know it, you'll have a working, awesome game to stump your friends with (and some nifty coding skills, too!). You can follow this book using a Raspberry Pi or a Microsoft Windows PC, and the 3D graphics and sound effects you need

are provided as a download.

Python in easy steps, 2nd Edition - Mike McGrath 2018-07-17

Python in easy steps, 2nd edition instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colorized source code. Python in easy steps, 2nd edition begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps, 2nd edition makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. The Python 3.x language is under active development so frequent new releases are made available as small improvements are added to the language and Python in easy steps, 2nd edition features the very latest versions of Python at the time of publication. Python development is one of evolution, rather than revolution, so the examples provided in the book can be used in subsequent releases – simply download the latest version of Python then follow the easy steps. Python is the language used to program the Raspberry Pi - covered by Raspberry

Pi in easy steps and Raspberry Pi 3 in easy steps. This second edition is updated to cover Python 3.10.

Learn Python 3 the Hard Way - Zed A. Shaw 2017-06-26

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

Organize and write code
Fix and break code
Basic mathematics
Variables
Strings and text
Interact with users
Work with files
Looping and logic
Data structures using lists and dictionaries
Program design
Object-oriented programming
Inheritance and composition
Modules, classes, and objects
Python packaging
Automated testing
Basic game development
Basic web development

It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For

Total beginners with zero programming experience
Junior developers who know one or two languages
Returning professionals who haven't written code in years
Seasoned professionals

looking for a fast, simple, crash course in Python 3

Beyond the Basic Stuff with Python - Al Sweigart 2020-12-16

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, *Automate the Boring Stuff with Python*. What's the next step toward becoming a capable, confident software developer? Welcome to *Beyond the Basic Stuff with Python*. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program—not just in Python but in any language. You'll learn: Coding style, and how to use Python's Black auto-formatting tool for cleaner code
Common sources of bugs, and how to detect them with static analyzers
How to structure the files in your code projects with the Cookiecutter template tool
Functional programming techniques like lambda and higher-order functions
How to profile the speed of your code with Python's built-in timeit and cProfile modules
The computer science behind Big-O algorithm analysis
How to make your comments and docstrings informative, and how often to write them
How to create classes in object-oriented programming, and why they're used to organize code
Toward the end of the

book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But **Beyond the Basic Stuff with Python** will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic. **Requirements: Covers Python 3.6 and higher**

CSS in Easy Steps - Mike McGrath 2009
Ideal for novices and professionals alike, this is a guide to using CSS. Users are guided step-by-step through the package and icons are used to highlight things to remember, warnings and useful tidbits of information.

Python Basics - Dan Bader 2021-03-16
Make the Leap From Beginner to Intermediate in Python... **Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects** What should you learn about Python in the beginning to get a strong foundation? With **Python Basics**, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with Python, fast! **Who Should Read This Book** If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with

short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift the numerous exercises within each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-

use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed through hours of boring screencasts. I gave up on countless cruffy books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista

Deep Learning for Coders with fastai and PyTorch - Jeremy Howard
2020-06-29

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train

models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Coding for Kids: Python - Adrienne B. Tacke 2019-03-19

Games and activities that teach kids ages 10+ to code with Python Learning to code isn't as hard as it sounds—you just have to get started! Coding for Kids: Python starts kids off right with 50 fun, interactive activities that teach them the basics of the Python programming language. From learning the essential building blocks of programming to creating their very own games, kids will progress through unique lessons packed with helpful examples—and a little silliness! Kids will follow along by starting to code (and debug their code) step by step, seeing the results of their coding in real time. Activities at the end of each chapter help test their new knowledge by combining multiple concepts. For young programmers who really want to show off their creativity, there are extra tricky challenges to tackle after each chapter. All kids need to get started is a computer and this book. This beginner's guide to Python for kids includes: 50 Innovative exercises—Coding concepts come to life with game-based exercises for creating code blocks, drawing pictures using a prewritten module, and more. Easy-to-follow guidance—New coders will be supported by thorough instructions, sample code, and explanations of new programming

terms. Engaging visual lessons—Colorful illustrations and screenshots for reference help capture kids' interest and keep lessons clear and simple. Encourage kids to think independently and have fun learning an amazing new skill with this coding book for kids.

Python All-in-One For Dummies - John C. Shovic 2021-03-29

The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries

Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

HTML in Easy Steps - Mike McGrath 2003

Now in full colour, HTML 4 in easy steps teaches the reader how to write computer programs using the HTML language. It covers all the essential features of this complex topic and guides the reader gently through, to enable them to produce web pages and then to publish them to the Web. *Murach's Python Programming (2nd Edition)* - Joel Murach 2021-04

If you want to learn how to program but don't know where to start, this is the right book and the right language for you. From the first page, our self-paced approach will help you build competence and confidence in your programming skills. And Python is the best language ever for learning how to program because of its simplicity and breadthtwo features that are hard to find in a single language. But this isn't just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn Python faster and better than you've ever learned a language before. By the time you're through, you will have mastered the key Python skills that are needed on the job, including those for object-oriented, database, and GUI programming. To make all of this possible, section 1 presents an 8-chapter course that will get anyone off to a great start with Python. Section 2 builds on that base by presenting the other essential skills that every Python programmer should have. Section 3 shows you how to develop object-oriented programs, a

critical skillset in today's world. And section 4 shows you how to apply all of the skills that you've already learned as you build database and GUI programs for the real world.

Python in easy steps - Mike McGrath
2013-07-25

Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colorized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

Python Cookbook - David Beazley
2013-05-10

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for

experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

jQuery in easy steps - Mike McGrath
2012-02-11

jQuery in easy steps instructs you how to script dynamic web pages using the popular jQuery JavaScript library, giving complete examples that illustrate each aspect with colorized source code. jQuery in easy steps begins by explaining how to incorporate the free jQuery library so you can quickly create interactive web page features by copying the book's examples. It demonstrates how to easily select elements of the web page for manipulation and how to simply produce dynamic responses to user events. Examples illustrate various exciting animation effects and how to employ the power of AJAX to load external data without refreshing the entire web page. The book concludes by demonstrating how you can use your acquired knowledge to create your very own distributable plugins for the jQuery library. jQuery in easy steps assumes you will already have some basic knowledge of HTML, CSS,

and JavaScript and are now ready to embrace the jQuery philosophy of "write less - do more" to enhance your web pages. It has an easy-to-follow style that will appeal to web developers who want to quickly learn the latest dynamic techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development that need a thorough understanding of jQuery.

Chromebooks in easy steps - Philip King 2022-03-03

Chromebooks in easy steps illustrates all the clever features of this versatile, budget-friendly alternative to a Windows laptop or MacBook. Covering all Chromebook models, it:

- Demystifies what a Chromebook is and how it differs from other types of laptops and tablets.
- Shows how to get your Chromebook up and running in no time.
- Guides you through the Chrome web browser, Gmail and other key apps such as Docs, Sheets, and Slides.
- Reveals how to make video calls using a variety of services, to stay in touch with friends and family.
- Shows how to connect your Chromebook to external devices including printers.
- Demonstrates how to upload and organise your photos, videos, and documents in the Cloud.
- Covers how to make documents available offline when you don't have an internet connection.
- Guides you through how to watch TV and movies, and how to download and use Android apps and games.
- Provides guidance on maintenance and troubleshooting.

Ideal for anyone new to the Chromebook, including Senior readers.
Table of Contents: 1. Introducing Chromebooks 2. Getting Up and Running 3. Navigating the Chrome OS Desktop 4. Keyboard and Touchpad 5. Using the Chrome Browser 6. Communicating with Gmail 7. Google Drive 8. Office and Productivity 9. Media and

Entertainment 10. Adding and Managing Apps 11. Video Calling 12. Casting and Connecting 13. Maintenance and Troubleshooting

Beginning Programming with Python For Dummies - John Paul Mueller
2018-02-13

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

Mathematics for Machine Learning -

Marc Peter Deisenroth 2020-04-23

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Artificial Intelligence with Python -

Prateek Joshi 2017-01-27

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build

real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to

add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Coding Projects in Python - DK
2017-06-06

Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create,

Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection. *PHP & MySQL in easy steps* - Mike McGrath 2012-08-24 PHP and MySQL in easy steps will teach the user to write PHP server-side scripts and how to make MySQL database queries. It has an easy-to-follow style that will appeal to: anyone who wants to begin producing data-driven web pages.web developers wanting to add database interaction to their web sites.the programmer who

quickly wants to add PHP and MySQL to their skills set. the hobbyist who wants to begin creating scripts for upload to their own ISP. the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP and MySQL. PHP & MySQL in easy steps demonstrates by example how to produce data-driven web pages using the powerful PHP scripting language and the popular free MySQL database server. The book examples provide clear syntax-highlighted code showing how to selectively insert and extract data from databases for presentation on your web browser. PHP & MySQL in easy steps begins by explaining how to install a free web server, the PHP interpreter, and MySQL database server, to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to create an E-Commerce Shopping Cart. This book assumes you have no previous experience of any programming or scripting language so is ideal for the newcomer to PHP and MySQL technologies.

Python Made Simple - Rydhm Beri
2019-09-17

DESCRIPTION In the last few years, python gained popularity and became the first choice of the students, teachers as well as professionals. It is being used in different fields such as education, software development, website development and also in various advanced research. In the field of education it allows students to learn the programming language in an easier and efficient manner. In the information technology field it can be used as a language

for creating softwares as well as for web developments. It can be integrated with different platforms like Django. In research, Python programming can be used in simulation or it can be used for machine learning techniques. The primary goal of this text is to create a pedagogically sound and accessible textbook that emphasises on core concepts of Python programming. The book contains lots of practical examples to show the working of a particular code construct. The book can be very helpful in order to learn the basic and advance concepts of python programming. In the beginning of the book the focus is on the basic concepts related to core python programming starting from the installation phase of python interpreter to building the concepts for the reader towards python programming. Then the book moves towards the concept of different statements and programming conditions that python programming can handle in an easier manner. It then moves to the concepts related to object oriented programming and at last the reader will get to know about the database connectivity with the python program. **KEY FEATURES** Acquire basic concepts related to python programming Understand the core functionalities of Python Programming Provide the information regarding idle IDE Computational Problem solving in Python Object oriented concepts in Python Database connectivity with Python **WHAT WILL YOU LEARN** You can learn the core concept related to python programming You will get to learn how to program in python You can learn how Python programming helps to solve computational problems By reading this book you can learn how to work with python You will get familiarity with the python programming concepts. You will learn how to operate idle

IDE and how it can be used to write python program in easier way. WHO THIS BOOK IS FOR The book is intended for anyone who wish to learn python programming language. This book also covers the syllabus of various universities and readers can use this book as a help in their academic education. This book can be used by readers to start with python programming from basics to advanced level even without having any prior knowledge of python programming. Table of Contents Introduction to Python Python Fundamentals Expression and Operators Control Statements Functions List Processing Tuple Processing Dictionary Processing String Processing File Processing Exception Handling Object Oriented Programming Inheritance & Polymorphism Database Design in Python

Cool Scratch Projects in easy steps - Sean McManus 2016-08-11

Millions of children and young people worldwide are using Scratch to make their own games and animations. Following on from the success of Scratch Programming in easy steps, Cool Scratch Projects in easy steps gives you great ideas to create computer games and other projects that'll impress your friends and family – and you'll have endless fun creating and playing them! The book provides step-by-step instructions for building projects that show off some of the cool things you can do with Scratch. It starts with two simple projects to get you started. Find out how to:

- Make a game with animated cartoon characters
- Build a drum machine and make random music
- Use anaglyph glasses for 3D effects and 3D Art
- Design amazing mazes in a 3D environment
- Create your own stop motion films
- Use the ScratchJr app to create games and interactive stories anywhere using your iPad or Android tablet

Cool Scratch Projects

in easy steps has projects for Scratch 2.0 on a PC/Mac and Scratch 1.4 on the Raspberry Pi, and includes a Raspberry Pi Camera Module project. Each project includes suggestions for customizing it, so you can make it your own! Table of Contents: Magic Mirror Gribbet! Drum Machine 12 Angry Aliens 3D Artist Space Mine 3D Maze Maker and Circuit Breaker 3D Maze Explorer 3D Maze Explorer: Finishing touches Sprites, Cameras, Action! Super Wheelie in ScratchJr Five shorties

Invent Your Own Computer Games with Python, 4th Edition - Al Sweigart 2016-12-16

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to:

- Combine loops, variables, and flow control statements into real working programs
- Choose the right data structures for the job, such as lists, dictionaries, and tuples
- Add graphics and animation to your games with the pygame module
- Handle keyboard and mouse input
- Program simple artificial intelligence so you can play against the computer
- Use cryptography to convert text messages into secret code
- Debug your programs and find common errors

As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The

projects in this book are compatible with Python 3.

Automate the Boring Stuff with Python, 2nd Edition - Al Sweigart
2019-11-12

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

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

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Python for Kids - Jason Briggs
2012-12-12

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 IN EASY STEPS. - MIKE. MCGRATH 2018

Coding for Kids in easy steps - Mike McGrath 2019-02-18
Coding for Kids in easy steps shows how to: · create web pages using HTML (HyperText Markup Language) · add style to web pages using CSS (Cascading Style Sheets) · make interactive web pages using JavaScript programming Coding for Kids in easy steps has an easy-to-follow style that demonstrates coding for web pages in clear examples. It begins by explaining how to make and test a basic web page, then demonstrates how to add text, pictures, links, tables, lists, and buttons to a web page. Next, the reader learns how to specify content color, font, position, and visibility. The book then shows how to add functionality so that web pages can react to user actions. The final chapter brings everything together with a step-by-step example that builds a fun web page containing an interactive game for PC, tablet, or smartphone. Coding for Kids in easy steps assumes the reader has no previous coding experience so is ideal for the newcomer to HTML, CSS, and JavaScript technologies. Get the FREE downloadable sample code to easily check and correct your own code. Table of Contents: Get started with web pages Create web page content Make lists and tables React to clicks Get started with style sheets Get started with scripts Build

blocks of code Use built-in functions Grab web page objects Put it all together

Python Made Simple - Beri Rydhm 2019-09-20
Take tiny steps to enter the big world of data science through this interesting guideKey features Acquire basic concepts related to python programming Understand the core functionalities of Python Programming Provide the information regarding idle IDE Computational Problem solving in Python Object oriented concepts in Python Database connectivity with Python Description In the last few years, python gained popularity and became the first choice of the students, teachers as well as professionals. It is being used in different fields such as education, software development, website development and also in various advanced research. In the field of education it allows students to learn the programming language in an easier and efficient manner. In the information technology field it can be used as a language for creating softwares as well as for web developments. It can be integrated with different platforms like Django. In research, Python programming can be used in simulation or it can be used for machine learning techniques.The primary goal of this text is to create a pedagogically sound and accessible textbook that emphasises on core concepts of Python programming. The book contains lots of practical examples to show the working of a particular code construct. The book can be very helpful in order to learn the basic and advance concepts of python programming.In the beginning of the book the focus is on the basic concepts related to core python programming starting from the installation phase of python interpreter to building the concepts

for the reader towards python programming. Then the book moves towards the concept of different statements and programming conditions that python programming can handle in an easier manner. It then moves to the concepts related to object oriented programming and at last the reader will get to know about the database connectivity with the python program. What will you learn You can learn the core concept related to python programming You will get to learn how to program in python You can learn how Python programming helps to solve computational problems By reading this book you can learn how to work with python You will get familiarity with the python programming concepts. You will learn how to operate idle IDE and how it can be used to write python program in easier way. Who this book is for The book is intended for anyone who wish to learn python programming language. This book also covers the syllabus of various universities and readers can use this book as a help in their academic education. This book can be used by readers to start with python programming from basics to advanced level even without having any prior knowledge of python programming. Table of contents

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11. Exception Handling
12. Object Oriented Programming
13. Inheritance & Polymorphism
14. Database Design in Python

About the author Rydhm Beri teaches in BBK DAV College for Women, Amritsar, as an Assistant Professor, since last three years and has 5 years of experience in the field of education and 3 years of experience in research. Her research interests include MANETs,

Cloud computing, IOT, Fog Computing. She has done M.Sc. Computer Science from BBK DAV College for Women, Amritsar and MCA from Lovely Professional University and is currently pursuing Ph.D. in the field of IOT and embedded systems. She has a deep knowledge of programming and has worked for different projects in languages like, .Net, Java, PHP and Python. Currently she is working on Python programming and relate it to IOT and Machine learning field. She has published 19 research papers out of which 17 are international and 2 are national research papers. She has also been working as a reviewer in conferences and journals. In her leisure time, she likes to attend workshops and conferences and likes to program applications. Her Blog links:

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MicroPython for the Internet of Things - Charles Bell 2017-11-24

Quickly learn to program for microcontrollers and IoT devices without a lot of study and expense. MicroPython and controllers that support it eliminate the need for programming in a C-like language, making the creation of IoT applications and devices easier and more accessible than ever. MicroPython for the Internet of Things is ideal for readers new to electronics and the world of IoT. Specific examples are provided covering a range of supported devices, sensors, and MicroPython boards such as Pycom's WiPy modules and MicroPython's pyboard. Never has programming for microcontrollers been easier. The book takes a practical and hands-on approach without a lot of detours into the depths of theory. The book: Shows a faster and easier way to program microcontrollers and

IoT devices Teaches MicroPython, a variant of one of the most widely used scripting languages Is friendly and accessible to those new to electronics, with fun example projects What You'll Learn Program in MicroPython Understand sensors and basic electronics Develop your own IoT projects Build applications for popular boards such as WiPy and pyboard Load MicroPython on the ESP8266 and similar boards Interface with hardware breakout boards Connect hardware to software through MicroPython Explore the easy-to-use Adafruit IO connecting your microcontroller to the cloud Who This Book Is For Anyone interested in building IoT solutions without the heavy burden of programming in C++ or C. The book also appeals to those wanting an easier way to work with hardware than is provided by the Arduino and the Raspberry Pi platforms.

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

Coding for Beginners in easy steps - Mike McGrath 2015-05-19

Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming

language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer.

Mastering Machine Learning with Python in Six Steps - Manohar Swamynathan 2019-10-01

Explore fundamental to advanced Python 3 topics in six steps, all designed to make you a worthy practitioner. This updated version's approach is based on the "six degrees of separation" theory, which states that everyone and everything is a maximum of six steps away and presents each topic in two parts: theoretical concepts and practical implementation using suitable Python 3 packages. You'll start with the fundamentals of Python 3 programming language, machine learning history, evolution, and the system development frameworks. Key data mining/analysis concepts, such as exploratory analysis, feature dimension reduction, regressions, time series forecasting and their efficient implementation in Scikit-learn are covered as well. You'll also learn commonly used model diagnostic and tuning techniques. These include optimal probability cutoff point for class creation, variance, bias, bagging, boosting, ensemble voting, grid search, random search, Bayesian optimization, and the noise reduction technique for IoT data. Finally, you'll review advanced text mining techniques, recommender systems, neural networks, deep learning,

reinforcement learning techniques and their implementation. All the code presented in the book will be available in the form of iPython notebooks to enable you to try out these examples and extend them to your advantage. What You'll Learn Understand machine learning development and frameworks Assess model diagnosis and tuning in machine learning Examine text mining, natural language processing (NLP), and recommender systems Review reinforcement learning and CNN Who This Book Is For Python developers, data engineers, and machine learning engineers looking to expand their knowledge or career into machine learning area.

Bash in easy steps - Mike McGrath 2019-02-12

The "Bourne Again SHell" (Bash) is a powerful command-line shell interface that lets you communicate directly with the kernel at the heart of a computer's operating system for total control. Bash is the default shell for Unix-based operating systems Linux, Mac OS X, and Raspbian on Raspberry Pi devices, and is also available to Windows users on the Windows Subsystem for Linux (WSL) . This book will show you how to use the Bash command-line interface and how to employ Bash's programming abilities. Complete examples illustrate each aspect with colorized source code and full-color screenshots depict the actual output. Bash in easy steps begins by demonstrating Bash commands for system navigation and file manipulation so you will quickly become familiar with the command-line interface. It explains all the BASH basics before moving on to describe advanced features such as command history, command-line editing, and environment customization. The book then introduces Bash programming with examples of flow control, command

switches, input/output, and debugging
- allowing you to create your own
executable programs by copying the
examples. Bash in easy steps has an
easy-to-follow style that will appeal
to: · Users who are completely new to
Unix-based operating systems · Casual
users who wish to expand their
knowledge of their computer system ·
Those who would like to learn coding
skills by writing useful shell
scripts · The student who is studying
programming at school or college ·

Those seeking a career in computing
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MIKE. MCGRATH 2017