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GWENDOLYN OBRIEN

Powerful Object-Oriented Programming "O'Reilly Media, Inc."

"Brian Overland makes programming simple. . . . To my amazement, his books explain complicated code clearly enough for anyone to understand." —Art Sedighi, PhD Tapping into the full power of Python doesn't have to be difficult. Supercharged Python is written for people who've learned the fundamentals of the language but want to take their skills to the next level. After a quick review of Python, the book covers: advanced list and string techniques; all the ways to handle text and

binary files; financial applications; advanced techniques for writing classes; generators and decorators; and how to master packages such as Numpy (Numeric Python) to supercharge your applications! Use profilers and "magic methods" to code like a pro Harness the power of regular expressions to process text quickly with a single statement Take advantage of 22 coding shortcuts, along with performance tips, to save time and optimize your code Create really useful classes and objects, for games, simulations, money, mathematics, and more Use multiple modules to build powerful apps while avoiding the "gotchas" Import packages to dramatically speed up statistical

operations—by as much as 100 times! Refer to the five-part language reference to look up fine points of the language Supercharged Python demonstrates techniques that allow you to write faster and more powerful code, whether you're manipulating large amounts of data or building sophisticated applications. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. *High Performance Python* Packt Pub Limited Python's simplicity lets you become productive quickly, but often this means you aren't using everything it has to offer. With the updated edition of this hands-on guide,

you'll learn how to write effective, modern Python 3 code by leveraging its best ideas. Don't waste time bending Python to fit patterns you learned in other languages. Discover and apply idiomatic Python 3 features beyond your past experience. Author Luciano Ramalho guides you through Python's core language features and libraries and teaches you how to make your code shorter, faster, and more readable. Featuring major updates throughout the book, *Fluent Python*, second edition, covers: Special methods: The key to the consistent behavior of Python objects Data structures: Sequences, dicts, sets, Unicode, and data classes Functions as objects: First-class functions, related design patterns, and type hints in function declarations Object-oriented idioms: Composition, inheritance, mixins, interfaces, operator overloading, static typing and protocols Control flow: Context managers, generators, coroutines, async/await, and thread/process pools Metaprogramming: Properties, attribute descriptors, class decorators, and new class metaprogramming hooks

that are simpler than metaclasses
Python for Beginners with Hands-On Project. the Only Book You Need to Start Coding in Python Immediately "O'Reilly Media, Inc."
 About Book Python programming language book. This book contains every details regarding python basic knowledge. From installation of Python software in computer to Data file handling in Python. Every topic is covered. Pictorial explanation is also provided. Solved programs, unsolved questions for reader is also given. Every topic is explained in best possible way. content is from scratch to database handling.
Fluent Python Vaibhav Gondaliya
 Violent Python shows you how to move from a theoretical understanding of offensive computing concepts to a practical implementation. Instead of relying on another attacker's tools, this book will teach you to forge your own weapons using the Python programming language. This book demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate

forensic artifacts. It also shows how to write code to intercept and analyze network traffic using Python, craft and spoof wireless frames to attack wireless and Bluetooth devices, and how to data-mine popular social media websites and evade modern anti-virus. Demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts Write code to intercept and analyze network traffic using Python. Craft and spoof wireless frames to attack wireless and Bluetooth devices Data-mine popular social media websites and evade modern anti-virus
Learn Python in One Day and Learn It Well Dan Bader
 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

Foundations of Agile Python Development
O'Reilly Media

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide

demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring. Use unit tests for classes and functions, and functional tests for user interactions within the browser. Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests. Test and automate your deployments with a staging server. Apply tests to the third-party plugins you integrate into your site. Run tests automatically by using a Continuous Integration environment. Use TDD to

build a REST API with a front-end Ajax interface [Get Programming](#) O'Reilly Media

Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary

Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation [Expert Python Programming](#) Peachpit Press

Much has changed in technology over the past decade. Data is hot, the

cloud is ubiquitous, and many organizations need some form of automation. Throughout these transformations, Python has become one of the most popular languages in the world. This practical resource shows you how to use Python for everyday Linux systems administration tasks with today's most useful DevOps tools, including Docker, Kubernetes, and Terraform. Learning how to interact and automate with Linux is essential for millions of professionals. Python makes it much easier. With this book, you'll learn how to develop software and solve problems using containers, as well as how to monitor, instrument, load-test, and operationalize your software. Looking for effective ways to "get stuff done" in Python? This is your guide. Python foundations, including a brief introduction to the language How to automate text, write command-line tools, and automate the filesystem Linux utilities, package management, build systems, monitoring and instrumentation, and automated testing Cloud computing, infrastructure as code, Kubernetes, and serverless Machine

learning operations and data engineering from a DevOps perspective Building, deploying, and operationalizing a machine learning project *Clear, Concise, and Effective Programming* "O'Reilly Media, Inc." More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular

expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

Python in a Nutshell

"O'Reilly Media, Inc."

"I don't even feel like I've scratched the surface of what I can do with Python" With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to mastering Python, so you can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the "hidden gold" in Python's standard library and start writing

clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: "I kept thinking that I wished I had access to a book like this when I started learning Python many years ago." - Mariatta Wijaya, Python Core Developer "This book makes you write better Python code!" - Bob Belderbos, Software

Developer at Oracle "Far from being just a shallow collection of snippets, this book will leave the attentive reader with a deeper understanding of the inner workings of Python as well as an appreciation for its beauty." - Ben Felder, Pythonista "It's like having a seasoned tutor explaining, well, tricks!" - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc. *Effective Python* Manning Publications Company Python is a remarkably powerful dynamic programming language used in a wide variety of situations such as Web, database access, desktop GUIs, game and software development, and network programming. Fans of Python use the phrase "batteries included" to describe the standard library, which covers everything from asynchronous processing to zip files. The language itself is a flexible powerhouse that can handle practically any application domain. This task-based tutorial on Python is for those new to the language and walks you through the fundamentals. You'll learn about arithmetic, strings, and variables; writing programs; flow of control, functions; strings; data

structures; input and output; and exception handling. At the end of the book, a special section walks you through a longer, realistic application, tying the concepts of the book together.

[Python for Software Design](#) "O'Reilly Media, Inc."

Want to learn the Python language without slogging your way through how-to manuals? With *Head First Python*, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Python* uses a visually rich format to engage your mind, rather than a text-heavy approach that

puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Using Asyncio in Python CreateSpace

Easy to understand and fun to read, this updated edition of *Introducing Python* is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

Learn Ruthlessly Effective Automation "O'Reilly Media, Inc."

Python's simplicity lets you become productive quickly, but this often means you aren't using

everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator

overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work *Mastering Python* O'Reilly Media Get Programming: Learn to code with Python teaches you the basics of computer programming using the Python language. In this exercise-driven book, you'll be doing something on nearly every page as you work through 38 compact lessons and 7 engaging capstone projects. By exploring the crystal-clear illustrations, exercises that check your understanding as you go, and tips for what to try next, you'll start thinking like a programmer in no time. This book works perfectly alongside our video course *Get Programming with Python in Motion*, available exclusively at Manning.com: www.manning.com/livevideo/get-programming-with-python-in-motion Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Programming skills you can use in any language Learn to code—no experience required Learn Python, the language for beginners Dozens of exercises and examples help you learn by doing About the Reader No prior programming experience needed. Table of Contents LEARNING HOW TO PROGRAM Lesson 1 - Why should you learn how to program? Lesson 2 - Basic principles of learning a programming language UNIT 1 - VARIABLES, TYPES, EXPRESSIONS, AND STATEMENTS Lesson 3 - Introducing Python: a programming language Lesson 4 - Variables and expressions: giving names and values to things Lesson 5 - Object types and statements of code 46 Lesson 6 - Capstone project: your first Python program-convert hours to minutes UNIT 2 - STRINGS, TUPLES, AND INTERACTING WITH THE USER Lesson 7 - Introducing string objects: sequences of characters Lesson 8 - Advanced string operations Lesson 9 - Simple error messages Lesson 10 - Tuple objects: sequences of any kind of

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Modern Computing in Simple Packages
 No Starch Press
 As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns

into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices
Think Julia "O'Reilly Media, Inc."
 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

[Master Python by learning the best coding practices and advanced programming concepts, 4th Edition](#) No Starch Press

The "Writing Idiomatic Python" book is finally here! Chock full of code samples, you'll learn the "Pythonic" way to accomplish common

tasks. Each idiom comes with a detailed description, example code showing the "wrong" way to do it, and code for the idiomatic, "Pythonic" alternative. *This version of the book is for Python 3.3+. There is also a Python 2.7.3+ version available.* "Writing Idiomatic Python" contains the most common and important Python idioms in a format that maximizes identification and understanding. Each idiom is presented as a recommendation to write some commonly used piece of code. It is followed by an explanation of why the idiom is important. It also contains two code samples: the "Harmful" way to write it and the "Idiomatic" way. * The "Harmful" way helps you identify the idiom in your own code. * The "Idiomatic" way shows you how to easily translate that code into idiomatic Python. This book is perfect for you: *

- * If you're coming to Python from another programming language *
- * If you're learning Python as a first programming language *
- * If you're looking to increase the readability, maintainability, and

correctness of your Python code

What is "Idiomatic" Python? Every programming language has its own idioms. Programming language idioms are nothing more than the generally accepted way of writing a certain piece of code. Consistently writing idiomatic code has a number of important benefits: *

- * Others can read and understand your code easily *
- * Others can maintain and enhance your code with minimal effort *
- * Your code will contain fewer bugs *
- * Your code will teach others to write correct code without any effort on your part

[Cython](#) Pearson Education

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features.

Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned

from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how

properties, attribute descriptors, class decorators, and metaclasses work *A Brain-Friendly Guide* Cambridge University Press 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!