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Starting Out with Python, Global Edition Starting Out with Python® Starting Out with Python [Global Edition] Starting Out with Python Starting Out with Python, Student Value Edition Revel for Starting Out With Python -- Access Card Database Design for Mere Mortals Starting Out with Python [High School Edition] Invent Your Own Computer Games with Python, 4th Edition Automate the Boring Stuff with Python, 2nd Edition Beyond the Basic Stuff with Python Starting Out with Python The Quick Python Book Starting Out With Python, EPub [Global Edition] Starting Out with Visual C#, Global Edition Maya Programming with Python Cookbook Learning Python Student Value Edition for Starting Out with Python Mylab Programming With Pearson Access Card for Starting Out With Python Foundations of Python Network Programming Python for Everybody STARTING OUT WITH PYTHON PLUS MYLAB PROGRAMMING WITH ETEXT [GLOBAL EDITION]. Begin to Code with Python Architecture Patterns with Python MyProgrammingLab with Pearson EText -- Access Code Card -- for Starting Out with Python Python for Data Analysis Conceptual Programming with Python MYPROGRAMMINGLAB WITH PEARSON ETEXT - INSTANTACCESS - FOR STARTING OUT WITH PYTHON, GLOBAL... EDITION. Python Basics Python Crash Course, 2nd Edition Starting Out with Programming Logic and Design Learning Scientific Programming with Python A Functional Start to Computing with Python Python Tricks Starting Out With Python Python by Example Python Programming for Advanced Test-Driven Development with Python Head First Python Automate the Boring Stuff with Python, 2nd Edition

Starting Out with Programming Logic and Design Jul 29 2020 This introductory programming orients programming concepts and logic through useful examples and detail-oriented explanations to present fundamental concepts and logical thought processes.

Beyond the Basic Stuff with Python Apr 18 2022 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

Starting Out with Python [High School Edition] Jul 21 2022

Starting Out With Python, EPub [Global Edition] Jan 15 2022

Maya Programming with Python Cookbook Nov 13 2021 Master complex workflows and conquer the world with Python and Maya About This Book Improve your modelling skills and reduce your scripting problems using Python in Maya Learn to communicate with web applications using Python for easier team development A quick and practical answer to every problem you can have whilst scripting in Maya with Python Who This Book Is For This book is for Python developers who have just started scripting with Maya. What You Will Learn Find out how to use Python scripting to automate tedious tasks Create functional user interfaces to make scripts easy to share with others Add new functionality to Maya via the power of scripting Import and export arbitrary data into and out of Maya Improve your workflow, and that of your team Create custom create custom controls to make rigs that are easy to work with Implement a system to render 3D assets for isometric games Use script jobs to trigger actions automatically in response to user interaction Open a command port to allow other applications to communicate with Maya In Detail Maya is a 3D graphics and animation software, used to develop interactive 3D applications and games with stupendous visual effects. The *Maya Programming with Python Cookbook* is all about creating fast, powerful automation systems with minimum coding using Maya Python. With the help of insightful and essential recipes, this book will help you improve your modelling skills. Expand your development options and overcome scripting problems encountered whilst developing code in Maya. Right from the beginning, get solutions to complex development concerns faced when implementing as parts of build. Style and approach This book is comprised of a set of practical recipes, grouped under specific topics, which can be referred to independently or in sequence. These recipes provide quick solutions to common problems, and cover most of the real-world scenarios that developers are likely to face when working with Maya.

Learning Python Oct 12 2021 Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

Learning Scientific Programming with Python Jun 27 2020 This fast-paced introduction to Python moves from the basics to advanced concepts, enabling readers to gain proficiency quickly.

Foundations of Python Network Programming Jul 09 2021 This second edition of *Foundations of Python Network Programming* targets Python 2.5 through Python 2.7, the most popular production versions of the language. Python has made great strides since Apress released the first edition of this book back in the days of Python 2.3. The advances required new chapters to be written from the ground up, and others to be extensively revised. You will learn fundamentals like IP, TCP, DNS and SSL by using working Python programs; you will also be able to familiarize yourself with infrastructure components like memcached and message queues. You can also delve into network server designs, and compare threaded approaches with asynchronous event-based solutions. But the biggest change is this edition's expanded treatment of the web. The HTTP protocol is covered in extensive detail, with each feature accompanied by sample Python code. You can use your HTTP protocol expertise by studying an entire chapter on screen scraping and you can then test lxml and BeautifulSoup against a real-

world web site. The chapter on web application programming now covers both the WSGI standard for component interoperability, as well as modern web frameworks like Django. Finally, all of the old favorites from the first edition are back: E-mail protocols like SMTP, POP, and IMAP get full treatment, as does XML-RPC. You can still learn how to code Python network programs using the Telnet and FTP protocols, but you are likely to appreciate the power of more modern alternatives like the paramiko SSH2 library. If you are a Python programmer who needs to learn the network, this is the book that you want by your side.

Python for Data Analysis Jan 03 2021 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

Starting Out with Python, Global Edition Feb 28 2023 For courses in Python programming. A clear and student-friendly introduction to the fundamentals of Python In Starting Out with Python, 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high-level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognise the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material.

Test-Driven Development with Python Dec 22 2019 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

Student Value Edition for Starting Out with Python Sep 11 2021

Revel for Starting Out With Python -- Access Card Sep 23 2022 For courses in Python programming. Revel(TM) Starting Out with Python is an interactive learning environment that integrates media, interactives, and assessment throughout the narrative so students can read, explore, and practice essential coding skills in context. In Revel Starting Out with Python , Tony Gaddis' accessible coverage introduces students to the basics of Python programming concepts and problem-solving skills. As with all Gaddis titles, every chapter includes clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises. Students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs.

By combining Tony Gaddis' signature, student-friendly approach to teaching programming fundamentals with a dynamic reading experience, Revel Starting Out with Python engages students at the point of learning, which leads to a deeper understanding of the course material. Revel is Pearson's newest way of delivering our respected content. Fully digital and highly engaging, Revel replaces the textbook and gives students everything they need for the course. Informed by extensive research on how people read, think, and learn, Revel is an interactive learning environment that enables students to read, practice, and study in one continuous experience -- for less than the cost of a traditional textbook. NOTE: Revel is a fully digital delivery of Pearson content. This ISBN is for the standalone Revel access card. In addition to this access card, you will need a course invite link, provided by your instructor, to register for and use Revel.

Conceptual Programming with Python Dec 02 2020 Thorsten and Isaac have written this book based on a programming course we teach for Master's Students at the School of Computer Science of the University of Nottingham. The book is intended for students with little or no background in programming coming from different backgrounds educationally as well as culturally. It is not mainly a Python course but we use Python as a vehicle to teach basic programming concepts. Hence, the words conceptual programming in the title. We cover basic concepts about data structures, imperative programming, recursion and backtracking, object-oriented programming, functional programming, game development and some basics of data science.

Begin to Code with Python Apr 06 2021 Become a Python programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. Begin to Code with Python is packed with innovations, from its “Snaps” prebuilt operations to its “Make Something Happen” projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code samples, including complete apps, at: <https://aka.ms/BegintoCodePython/downloads> About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam

Starting Out with Visual C#, Global Edition Dec 14 2021 For courses in Introductory C# Programming. Clear, friendly, and approachable, this Fourth Edition of Starting Out With Visual C# is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while numerous practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements. Topics are examined progressively in each chapter, with objects taught before classes. The Fourth Edition has been completely updated for Visual Studio 2015 and contains new sections on debugging, accessing controls on different forms, and auto-properties. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Architecture Patterns with Python Mar 05 2021 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

Automate the Boring Stuff with Python, 2nd Edition Oct 20 2019 Learn how to code while you write programs that effortlessly perform useful feats of automation! The second edition of this international fan favorite includes a brand-new chapter on input validation, Gmail and Google Sheets automations, tips for updating CSV files, and more. If you've ever spent hours renaming files or updating spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? Automate the Boring Stuff with Python, 2nd Edition teaches even the technically uninclined how to write programs that do in minutes what would take hours to do by hand—no prior coding experience required! This new, fully revised edition of Al Sweigart's bestselling Pythonic classic, Automate the Boring Stuff with Python, covers all the basics of Python 3 while exploring its rich library of modules for performing specific tasks, like scraping data off the Web, filling out forms, renaming files, organizing folders, sending email responses, and merging, splitting, or encrypting PDFs. There's also a brand-new chapter on input validation, tutorials on automating Gmail and Google Sheets, tips on automatically updating CSV files, and other recent feats of automations that improve your efficiency. Detailed, step-by-step instructions walk you through each program, allowing you to create useful tools as you build out your programming skills, 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. Boring tasks no longer have to take to get through—and neither does learning Python!

The Quick Python Book Feb 16 2022 Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and management of large collections of code.

Python Tricks Apr 25 2020 "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.

MyLab Programming With Pearson Access Card for Starting Out With Python Aug 10 2021 This access card provides access to MyLab Programming. Pearson eText is included. A clear and student-friendly introduction to the fundamentals of Python In Starting Out with Python(R), 5th Edition, Tony Gaddis'

accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, and lists before classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 5th Edition include a new chapter on database programming, and new coverage of GUI programming, string processing and formatting, and turtle graphics topics. Personalize learning with MyLab Programming By combining trusted author content with digital tools and a flexible platform, MyLab personalizes the learning experience and improves results for each student. With MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work. Plus, get anytime, anywhere access with Pearson eText Pearson eText is a simple-to-use, mobile-optimized, personalized reading experience available within MyLab. It lets students highlight and take notes, all in one place - even when offline. Educators can easily customize the table of contents and share their own notes with students so they see the connection between their eText and what they learn in class. NOTE: You are purchasing an access code only. Before purchasing, check with your instructor to confirm the correct ISBN. Several versions of the MyLab(TM) and Mastering(TM) platforms exist for each title, and registrations are not transferable. To register for and use MyLab or Mastering, you may also need a Course ID, which your instructor will provide. If purchasing or renting from companies other than Pearson, the access codes for the MyLab platform may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase.

Automate the Boring Stuff with Python, 2nd Edition May 19 2022 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.

STARTING OUT WITH PYTHON PLUS MYLAB PROGRAMMING WITH ETEXT [GLOBAL EDITION]. May 07 2021

Python for Everybody Jun 08 2021 Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own

Python course.

Python by Example Feb 22 2020 A refreshingly different and engaging way of learning how to program using Python. This book includes example code and brief user-friendly explanations, along with 150 progressively trickier challenges. As readers are actively involved in their learning, they quickly master the new skills and gain confidence in creating their own programs.

Database Design for Mere Mortals Aug 22 2022 "This book takes the somewhat daunting process of database design and breaks it into completely manageable and understandable components. Mike's approach whilst simple is completely professional, and I can recommend this book to any novice database designer." --Sandra Barker, Lecturer, University of South Australia, Australia "Databases are a critical infrastructure technology for information systems and today's business. Mike Hernandez has written a literate explanation of database technology--a topic that is intricate and often obscure. If you design databases yourself, this book will educate you about pitfalls and show you what to do. If you purchase products that use a database, the book explains the technology so that you can understand what the vendor is doing and assess their products better." --Michael Blaha, consultant and trainer, author of *A Manager's Guide to Database Technology* "If you told me that Mike Hernandez could improve on the first edition of *Database Design for Mere Mortals* I wouldn't have believed you, but he did! The second edition is packed with more real-world examples, detailed explanations, and even includes database-design tools on the CD-ROM! This is a must-read for anyone who is even remotely interested in relational database design, from the individual who is called upon occasionally to create a useful tool at work, to the seasoned professional who wants to brush up on the fundamentals. Simply put, if you want to do it right, read this book!" --Matt Greer, Process Control Development, The Dow Chemical Company "Mike's approach to database design is totally common-sense based, yet he's adhered to all the rules of good relational database design. I use Mike's books in my starter database-design class, and I recommend his books to anyone who's interested in learning how to design databases or how to write SQL queries." --Michelle Poollet, President, MVDS, Inc. "Slapping together sophisticated applications with poorly designed data will hurt you just as much now as when Mike wrote his first edition, perhaps even more. Whether you're just getting started developing with data or are a seasoned pro; whether you've read Mike's previous book or this is your first; whether you're happier letting someone else design your data or you love doing it yourself--this is the book for you. Mike's ability to explain these concepts in a way that's not only clear, but fun, continues to amaze me." --From the Foreword by Ken Getz, MCW Technologies, coauthor *ASP.NET Developer's JumpStart* "The first edition of Mike Hernandez's book *Database Design for Mere Mortals* was one of the few books that survived the cut when I moved my office to smaller quarters. The second edition expands and improves on the original in so many ways. It is not only a good, clear read, but contains a remarkable quantity of clear, concise thinking on a very complex subject. It's a must for anyone interested in the subject of database design." --Malcolm C. Rubel, Performance Dynamics Associates "Mike's excellent guide to relational database design deserves a second edition. His book is an essential tool for fledgling Microsoft Access and other desktop database developers, as well as for client/server pros. I recommend it highly to all my readers." --Roger Jennings, author of *Special Edition Using Access 2002* "There are no silver bullets! Database technology has advanced dramatically, the newest crop of database servers perform operations faster than anyone could have imagined six years ago, but none of these technological advances will help fix a bad database design, or capture data that you forgot to include! *Database Design for Mere Mortals(TM)*, Second Edition, helps you design your database right in the first place!" --Matt Nunn, Product Manager, SQL Server, Microsoft Corporation "When my brother started his professional career as a developer, I gave him Mike's book to help him understand database concepts and make real-world application of database technology. When I need a refresher on the finer points of database design, this is the book I pick up. I do not think that there is a better testimony to the value of a book than that it gets used. For this reason I have wholeheartedly recommended to my peers and students that they utilize this book in their day-to-day development tasks." --Chris Kunicki, Senior Consultant, OfficeZealot.com "Mike has always had an incredible knack for taking the most complex topics, breaking them down, and explaining them so that anyone can 'get it.' He has honed and polished his first very, very good edition and made it even better. If you're just starting out building database applications, this book is a must-read cover to cover. Expert designers will find Mike's approach fresh and enlightening and a source of great material for training others." --John Viescas, President, Viescas Consulting, Inc., author of *Running Microsoft Access 2000* and coauthor of *SQL Queries for Mere*

Mortals "Whether you need to learn about relational database design in general, design a relational database, understand relational database terminology, or learn best practices for implementing a relational database, Database Design for Mere Mortals(TM), Second Edition, is an indispensable book that you'll refer to often. With his many years of real-world experience designing relational databases, Michael shows you how to analyze and improve existing databases, implement keys, define table relationships and business rules, and create data views, resulting in data integrity, uniform access to data, and reduced data-entry errors." --Paul Cornell, Site Editor, MSDN Office Developer Center Sound database design can save hours of development time and ensure functionality and reliability. Database Design for Mere Mortals(TM), Second Edition, is a straightforward, platform-independent tutorial on the basic principles of relational database design. It provides a commonsense design methodology for developing databases that work. Database design expert Michael J. Hernandez has expanded his best-selling first edition, maintaining its hands-on approach and accessibility while updating its coverage and including even more examples and illustrations. This edition features a CD-ROM that includes diagrams of sample databases, as well as design guidelines, documentation forms, and examples of the database design process. This book will give you the knowledge and tools you need to create efficient and effective relational databases.

Python Basics Sep 30 2020 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

Starting Out with Python Mar 17 2022 Tony Gaddis introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without troublesome syntax.

Python Crash Course, 2nd Edition Aug 30 2020 The best-selling Python book in the world, with over 1 million copies sold! A fast-paced, no-nonsense, updated guide to programming in Python. If you've been thinking about learning how to code or picking up Python, this internationally bestselling guide to the most popular programming language is your quickest, easiest way to get started and go! Even if you have no experience whatsoever, Python Crash Course, 2nd Edition, will have you writing programs, solving problems, building computer games, and creating data visualizations in no time. You'll begin with basic concepts like variables, lists, classes, and loops—with the help of fun skill-strengthening exercises for every topic—then move on to making interactive programs and best practices for testing your code. Later chapters put your new knowledge into play with three cool projects: a 2D Space Invaders-style arcade game, a set of responsive data visualizations you'll build with Python's handy libraries (Pygame, Matplotlib, Plotly, Django), and a customized web app you can deploy online. Why wait any longer? Start your engine and code!

A Functional Start to Computing with Python May 27 2020 A Functional Start to Computing with Python enables students to quickly learn computing without having to use loops, variables, and object abstractions at the start. Requiring no prior programming experience, the book draws on Python's flexible data types and operations as well as its capacity for defining new functions. Along with the specifics of Python, the text covers important concepts of computing, including software engineering motivation, algorithms behind syntax rules, advanced functional programming ideas, and, briefly, finite state machines. Taking a student-friendly, interactive approach to teach computing, the book addresses more difficult concepts and abstractions later in the text. The author presents ample explanations of data types, operators, and expressions. He also describes comprehensions—the powerful specifications of lists and dictionaries—before introducing loops and variables. This approach helps students better understand assignment syntax and iteration by giving them a mental model of sophisticated data first. Web Resource The book's supplementary website at <http://functionalfirstpython.com/> provides many ancillaries, including: Interactive flashcards on Python language elements Links to extra support for each chapter Unit testing and programming exercises An interactive Python stepper tool Chapter-by-chapter points Material for lectures

Python Programming for Advanced Jan 23 2020 Do you want to learn Python in an easy and faster way? Start learning Python right Now! Welcome to this training for the Kindle book Python for Advanced! You have made it to where you are able to tell what everything in python is and you know what you need to do in order to make it work for what you want it to do. It is not always going to be easy to use python, but by knowing what to do in certain situations and how to handle variables that you are going to be working with when it. Practice is always going to make perfect, and now that you are on the advanced level of the python you are not only going to be practising the things that you have learned previously, but you are also going to be putting it to work with what you will be learning in this book. As we have mentioned in previous books, you can use Python for hacking, and we are going to touch on that in this book. Not only that, but we will touch on how you can build your own website with Python. From the lessons that you have learned throughout all three books, you should be able to take python and begin to develop your own programs if that is something that you are interested in. In reality, you can do almost anything you want to with Python now that you know not only the basics but some of the harder things that not everyone is going to know or have a desire to learn. It is my hope as the author that at this point in time if you are going to the Python website, that you are not only getting some of the help that you may need but that you are also able to offer some advice to those that may be starting out with python. You should even be able to sit down with someone in your own family and teach them to use python with everything that you have learned in the first two books paired with this final book! Here's What You'll Learn From This Python For Advanced Book: Chapter 1: Building a website by using python code? Chapter 2: Spying with Python ? Chapter 3: Gathering data ? Chapter 4: Sniffing out packets with Python ? Chapter 5: Packet interception ? Chapter 6: Attacking a computer? Chapter 7: Testing out attacks? Chapter 8: how to take a screenshot with Python ? Chapter 9: Compiling data that you have collected? Chapter 10: Running a program at start up Start Learning Python Right Now!

Starting Out with Python Nov 25 2022 Tony Gaddis introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without troublesome syntax.

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Starting Out with Python [Global Edition] Dec 26 2022 A clear and student-friendly introduction to the fundamentals of Python in *Starting Out with Python*, 5th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high-level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. *Starting Out with Python* discusses control structures, functions, and lists before classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 5th Edition include a new chapter on database programming, and new coverage of GUI programming, string processing and formatting, and turtle graphics topics. Reach every student with Pearson MyLab Programming MyLab is the teaching and learning platform that empowers you to reach every student. By combining trusted author content with digital tools and a flexible platform, MyLab personalizes the learning experience and improves results for each student. With Pearson MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work.

Head First Python Nov 20 2019 Ever wished you could learn Python from a book? *Head First Python* is a complete learning experience for Python that helps you learn the language through a unique method that goes beyond syntax and how-to manuals, helping you understand how to be a great Python programmer. You'll quickly learn the language's fundamentals, then move onto persistence, exception handling, web development, SQLite, data wrangling, and Google App Engine. You'll also learn how to write mobile apps for Android, all thanks to the power that Python gives you. We think your time is too valuable to waste struggling with new.

Starting Out with Python, Student Value Edition Oct 24 2022 For courses in Python programming. A clear and student-friendly introduction to the fundamentals of Python In *Starting Out with Python*(R), 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. *Starting Out with Python* discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material. Also Available with MyLab Programming. MyLab(TM) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134543661 / 9780134543666 *Starting Out with Python Plus MyLab Programming with Pearson eText -- Access Card Package*, 4/e Package consists of: 0134444329 / 9780134444321 *Starting Out with Python* 0134484967 / 9780134484969 *MyLab Programming with Pearson eText -- Access Code Card -- for Starting Out with Python* Students can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337

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Starting Out With Python Mar 25 2020

MyProgrammingLab with Pearson EText -- Access Code Card -- for Starting Out with Python Feb 04 2021 For courses in Python programming. A clear

and student-friendly introduction to the fundamentals of Python In Starting Out with Python(R), 4th Edition Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material. Also Available with MyLab Programming. MyLab(TM) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134543661 / 9780134543666 Starting Out with Python Plus MyLab Programming with Pearson eText -- Access Card Package, 4/e Package consists of: 0134444329 / 9780134444321 Starting Out with Python 0134484967 / 9780134484969 MyLab Programming with Pearson eText -- Access Code Card -- for Starting Out with Python Students can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337

Starting Out with Python® Jan 27 2023 In Starting Out with Python®, 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material -- page 4 of cover.

Invent Your Own Computer Games with Python, 4th Edition Jun 20 2022 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.

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