

Learn Python 3 The Hard Way A Very Simple Introduction To The Terrifyingly Beautiful World Of Computers And Code Zed Shaws Hard Way

When people should go to the book stores, search start by shop, shelf by shelf, it is really problematic. This is why we give the ebook compilations in this website. It will definitely ease you to see guide **Learn Python 3 The Hard Way A Very Simple Introduction To The Terrifyingly Beautiful World Of Computers And Code Zed Shaws Hard Way** as you such as.

By searching the title, publisher, or authors of guide you truly want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be all best area within net connections. If you endeavor to download and install the Learn Python 3 The Hard Way A Very Simple Introduction To The Terrifyingly Beautiful World Of Computers And Code Zed Shaws Hard Way, it is totally simple then, in the past currently we extend the belong to to buy and make bargains to download and install Learn Python 3 The Hard Way A Very Simple Introduction To The Terrifyingly Beautiful World Of Computers And Code Zed Shaws Hard Way therefore simple!

Learn More Python the Hard Way Zed A. Shaw 2016-11-26 Written by the world-renowned Zed Shaw, this book of 52 hands-on projects is perfect for everyone who's written Python code but isn't yet comfortable taking new ideas all the way to finished software. The perfect follow-up to Shaw's best-selling "Learn Python the Hard Way," this all-new, step-by-step book teaches you how to: Approach new problems in ways that lead to better solutions Analyze a concept, idea, or problem to implement in code Design a solution based on your analysis Implement your solution in the simplest way possible Systematically improve your programming skills through real projects Each project in Learn More Python the Hard Way helps you build a key practical skill -- combining demonstrations to get you started, and challenges to help you achieve even deeper understanding. Shaw organizes this practical programming course into five sections: working with commands, organizing and using data, applying algorithms, processing text, and implementing simple internet-style networking protocols. Along the way, Shaw stresses efficient processes and practical hacking mindsets -- helping you gain true mastery, not just follow recipes!

Learn Python Programming William Gray 2019-05-13 Code, did you always think it was difficult to learn ? Maybe they taught you other programming languages, but do you need Python today ? All you need is here, now ! ★★★ Buy the Paperback version and get the Kindle Book versions for FREE ★★★ Learning the details of Python is not easy, but with this book you can focus on the practical skills that really matter, to write clean code from today. You will have one more step towards mastering Python, and you'll be able to write all the code that comes to mind, naturally. You will learn basic programming concepts, such as lists, dictionaries, classes and loops, so as to be able to write smart project. Once you have learned the basics of programming, you will create programs for: How to accept user inputs and display outputs How to define your own functions and modules How to write your own class How to work with external files Discover variables, strings, integers, and more to design conversational programs. Understand "graphical user interfaces" and create your own arcade games and apps. And many more... If you have seriously thought about digging deep into programming, but have ever written a line of code, you can make your computer respond better - thanks to LEARN PYTHON PROGRAMMING you will be able to quickly write real programs. Maybe you know other programming languages but now you are interested in learning Python quickly ? This book is for you ! Don't waste time and money learning Python from long books, the basic code, even for object-oriented programming, is contained here ! Why wait any longer? Click the "Add to Cart" button now ! ★★★ Buy the Paperback version and get the Kindle Book versions for FREE ★★★

Python in 24 Hours, Sams Teach Yourself Katie Cunningham 2013-09-10 In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test

your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

Heel geestig, meneer Feynman! Richard Phillips Feynman 1990 Het levensverhaal van de Amerikaanse natuurkundige en Nobelprijswinnaar (1918-1988).

Het achterhuis Anne Frank 2009-10-31 Anne Frank hield van 12 juni 1942 tot 1 augustus 1944 een dagboek bij. Zij schreef haar brieven alleen voor zichzelf, tot ze in de lente van 1944 op radio Oranje de minister van Onderwijs, Kunsten en Wetenschappen in ballingschap, Bolkestein, hoorde spreken. Hij zei dat na de oorlog alle getuigenissen van het lijden van het Nederlandse volk onder de Duitse bezetting verzameld en openbaar moesten worden gemaakt. Als voorbeeld noemde hij onder andere dagboeken. Onder de indruk van deze redevoering besloot Anne Frank na de oorlog een boek te publiceren. Haar dagboek zou daarvoor als basis dienen. In maart 1945 stierf Anne Frank op vijftienjarige leeftijd in het concentratiekamp Bergen-Belsen. De enige overlevende van de familie, Otto Frank, zorgde ervoor dat het dagboek van zijn dochter toch gepubliceerd werd. In 1947 verscheen Het Achterhuis. Het is sindsdien een van de meest gelezen boeken ter wereld. Het is in meer dan dertig landen verschenen en er zijn meer dan zestien miljoen exemplaren van verkocht. "Eén enkele Anne Frank ontroert ons meer dan de ontelbaren die net zo leden als zij, maar wier beeld in de schaduw is gebleven. Misschien moet dat ook zo zijn: als we het leed van alle mensen moesten en konden meelijden, zouden we niet kunnen leven." Primo Levi

De Kleine Prins / druk 28 Antoine de Saint-Exupéry 2010-04 Weemoedig-poëtisch sprookje waarin een prinsje van een andere planeet aan een piloot vertelt over zijn ervaringen.

Raspberry Pi User Guide Eben Upton 2014-08-25 The "unofficial official" guide to the Raspberry Pi, complete with creator insight Raspberry Pi User Guide, 3rdEdition contains everything you need to know to get up and running with Raspberry Pi. This book is the go-to guide for Noobs who want to dive right in. This updated third edition covers the model B+ Raspberry Pi and its software, additional USB ports, and changes to the GPIO, including new information on Arduino and Minecraft on the Pi. You'll find clear, step-by-step instruction for everything from software installation and configuration to customizing your Raspberry Pi with capability-expanding add-ons. Learn the basic Linux SysAdmin and flexible programming languages that allow you to make your Pi into whatever you want it to be. The Raspberry Pi was created by the UK Non-profit

Raspberry Pi Foundation to help get kids interested in programming. Affordable, portable, and utterly adorable, the Pi exceeded all expectations, introducing millions of people to programming since its creation. The Raspberry Pi User Guide, 3rd Edition helps you and your Pi get acquainted, with clear instruction in easy to understand language. Install software, configure, and connect your Raspberry Pi to other devices Master basic Linux System Admin to better understand nomenclature and conventions Write basic productivity and multimedia programs in Scratch and Python Extend capabilities with add-ons like Gertboard, Arduino, and more The Raspberry Pi has become a full-fledged phenomenon, popular with tinkerers, hackers, experimenters, and inventors. If you want to get started but aren't sure where to begin, Raspberry Pi User Guide, 3rd Edition contains everything you need.

Ver weg van het stadsgewoel Thomas Hardy 2016-02-02 De titel is ironisch: alle hoofdpersonages zijn mensen vol gevoel die het plattelandsleven niet als rustig of kalm ervaren. De roman draait om een onafhankelijke vrouw, Batsheba Everdene, die zo moedig is conventies te negeren en zelfstandig een boerderij te beheren. Ze heeft drie aanbidders wier levens onvermijdelijk met elkaar verstrengeld raken. Ver weg van het stadsgewoel is een poëtische roman. Hardy begon als dichter en schreef daarna pas romans. Later keerde hij terug naar de poëzie. Juist in zijn romanfase schreef hij prachtige regels; gedeelten uit dit boek zijn ooit geschreven als blanke verzen. Het resultaat is verbluffend. Dit meeslepende boek is nooit eerder in het Nederlands vertaald. Marcel Otten - vooral bekend om zijn prachtige vertalingen uit het IJslands - slaat met de vertaling van dit werk nieuwe wegen in.

Station Elf Emily St. John Mandel 2015-06-29 WAT BLIJFT ER OVER ALS DE BESCHAVING TEN ONDER GAAT? EN HOEVER ZOU JE GAAN OM DIT TE BESCHERMEN? Op een winterse avond in Toronto sterft de beroemde acteur Arthur Leander op het toneel terwijl hij de rol van zijn leven speelt. Diezelfde avond strijkt een dodelijk griepvirus neer op het Noord-Amerikaanse continent. De wereld zal nooit meer hetzelfde zijn. Twintig jaar later trekt Kirsten, een actrice van het Reizende Symfonieorkest, langs de nieuwe nederzettingen rondom de Grote Meren om Shakespeare op te voeren voor de overlevenden van de ondergang. En dan wordt haar hoopvolle nieuwe wereld wederom bedreigd.

A Student's Guide to Python for Physical Modeling: Second Edition Jesse M. Kinder 2021-08-03 A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of *A Student's Guide to Python for Physical Modeling* aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.

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

Learn More Python 3 the Hard Way Zed A. Shaw 2017-09-01 Transform Your Ideas into High-Quality Python Code! Zed Shaw has perfected the world's best system for becoming a truly effective Python 3.x developer. Follow it and you will succeed—just like the tens of millions of programmers he's already taught. You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, Zed Shaw taught you the basics of Programming with Python 3. Now, in *Learn More Python 3 the Hard Way*, you'll go far beyond the basics by working through 52 brilliantly crafted projects. Each one helps you build a key practical skill, combining demos to get you started and challenges to deepen your understanding. Zed then teaches you even more in 12 hours of online videos, where he shows you how to break, fix, and debug your code. First, you'll discover how to analyze a concept, idea, or problem to implement in software. Then, step by step, you'll learn to design solutions based on your analyses and implement them as simply and elegantly as possible. Throughout, Shaw stresses process so you can get started and build momentum, creativity to solve new problems, and quality so you'll build code people can rely on. Manage complex projects with a programmer's text editor Leverage the immense power of data structures Apply algorithms to process your data structures Master indispensable text parsing and processing techniques Use SQL to efficiently and logically model stored data Learn powerful command-line tools and skills Combine multiple practices in complete projects 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 go beyond merely writing code that runs: you'll craft high-quality Python code that solves real problems. You'll be a serious Python programmer. Perfect for Everyone Who's Already Started Working with Python, including Junior Developers and Seasoned Python Programmers Upgrading to Python 3.6+ Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Learn Python 3 the Hard Way Zed A. Shaw 2019 Python 3.6

Artificial Intelligence Programming with Python Perry Xiao 2022-02-21 A hands-on roadmap to using Python for artificial intelligence programming In *Practical Artificial Intelligence Programming with Python: From Zero to Hero*, veteran educator and photophysicist Dr. Perry Xiao delivers a thorough introduction to one of the most exciting areas of computer science in modern history. The book demystifies artificial intelligence and teaches readers its fundamentals from scratch in simple and plain language and with illustrative code examples. Divided into three parts, the author explains artificial intelligence generally, machine learning, and deep learning. It tackles a wide variety of useful topics, from classification and regression in machine learning to generative adversarial networks. He also includes: Fulsome introductions to MATLAB, Python, AI, machine learning, and deep learning Expansive discussions on supervised and unsupervised machine learning, as well as semi-supervised learning Practical AI and Python “cheat sheet” quick references This hands-on AI programming guide is perfect for anyone with a basic knowledge of programming—including familiarity with variables, arrays, loops, if-else statements, and file input and output—who seeks to understand foundational concepts in AI and AI development.

LEARN JDBC THE HARD WAY: A Hands-On Reference to MySQL and SQL Server Driven Programming Vivian Siahaan 2019-11-23 This hands-on tutorial/reference/guide to MySQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the

second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter nine, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQL SERVER programmer.

Het teken van de vier Arthur Conan Doyle 2015-04-15 Sir Arthur Conan Doyle (1859 - 1930) was historicus, atleet, spiritist, oorlogscorrespondent maar bovenal schrijver. Doyle schiep met Sherlock Holmes het karakter van de beroemdste en meest vernuftige detective aller tijden. De spanning, de intriges en de vaart waarmee de verhalen worden verteld, hebben niets aan zeggingskracht ingeboet. Het vierde deel in de Sherlock Holmes-serie bevat onder andere de verhalen Het teken van de vier, Het mysterie van het Boscombedal en Het avontuur van de kartonnen doos.

Learn More Python the Hard Way Zed Shaw 2014

A Smarter Way to Learn Python Mark Myers 2017-08-09 I designed a learning system for myself that quadrupled my aptitude for learning computer languages. It worked so well for me that I've used it to teach coding to grandmothers, cab drivers, musicians, and 50,000 other newbies. Washington University research shows that a key teaching method I use--interactive recall practice--improves learning performance 400 percent. Computer languages are not inherently hard to understand, even for non-techies. Remembering is the problem. Research shows that you will remember everything if you're repeatedly asked to recall it. That's the beauty of flash cards. But technology offers an even better way to make information stick. With my book you get almost a thousand interactive exercises--they're free online--that embed the whole book in your memory. Algorithms check your work to make sure you know what you think you know. When you stumble, you do the exercise again. You keep trying until you know the chapter cold. The exercises keep you engaged, give you extra practice where you're shaky, and prepare you for each next step. Every lesson is built on top of a solid foundation that you and I have carefully constructed. Each individual step is small. But all the little steps add up to real knowledge--knowledge that you retain. You don't need to be a computer genius to learn Python. You just need to be smart about how you learn it.--Amazon.com description.

Mijn belofte aan jou Colleen Hoover 2019-03-05 'Mijn belofte aan jou' van bestsellerauteur Colleen Hoover gaat over Quinn en Graham, die elkaar ontmoeten wanneer ze ontdekken dat hun partners een affaire met elkaar hebben. Zes maanden later krijgen ze zelf een relatie. Dan gaat deze roman fast-forward naar zes jaar

later: de relatie van Quinn en Graham kent ook hobbels. Hoe perfect hun liefde ook is, het zijn allebei mensen, en mensen zijn niet perfect. Hun belofte aan elkaar komt onder druk te staan. Maar van breken is geen sprake, als het aan Graham ligt. Colleen Hoover schreef met 'Mijn belofte aan jou' een roman die ontroert en aan het denken zet. 'Een verhaal dat je gelezen moet hebben' - Hebban.nl over 'Nooit meer' Matilda Roald Dahl 2016-01-26 Bestseller Matilda is een fantastisch kinderboek van kinderboekenschrijver Roald Dahl, met prachtige tekeningen van bekrond illustrator Quentin Blake. Matilda werd succesvol verfilmd door en met Danny DeVito. Dit e-book kun je op je smartphone, tablet én op je e-reader lezen. Dit e-book is geschikt voor zowel iOS- als Android-besturingssystemen. Matilda is briljant. Ze is een gevoelig meisje dat geweldig goed kan leren. Toen ze anderhalf was, kon Matilda al praten als een volwassene, met drie jaar kon ze lezen, en al vóór ze vijf was, las ze boeken van wereldberoemde schrijvers als Dickens, Hemingway, Kipling en Steinbeck. Maar haar ouders behandelen haar als een onderkruipzel. Ze vinden haar maar lastig en dulden Matilda totdat ze haar het huis uit kunnen jagen naar een ander deel van het land, of liever nog veel verder weg. Matilda besluit zich eens goed kwaad te maken. Ze bedenkt heel slimme straffen voor haar ouders. En als het hoofd van de school, juffrouw Bulstronk, haar ook wil aanpakken, ontdekt Matilda dat ze iets kan wat niemand anders kan. 'Roald Dahl is de beste kinderboekenschrijver ter wereld.' - VPRO-gids

Blockchain Data Analytics For Dummies Michael G. Solomon 2020-10-06 Get ahead of the curve—learn about big data on the blockchain Blockchain came to prominence as the disruptive technology that made cryptocurrencies work. Now, data pros are using blockchain technology for faster real-time analysis, better data security, and more accurate predictions. Blockchain Data Analytics For Dummies is your quick-start guide to harnessing the potential of blockchain. Inside this book, technologists, executives, and data managers will find information and inspiration to adopt blockchain as a big data tool. Blockchain expert Michael G. Solomon shares his insight on what the blockchain is and how this new tech is poised to disrupt data. Set your organization on the cutting edge of analytics, before your competitors get there! Learn how blockchain technologies work and how they can integrate with big data Discover the power and potential of blockchain analytics Establish data models and quickly mine for insights and results Create data visualizations from blockchain analysis Discover how blockchains are disrupting the data world with this exciting title in the trusted For Dummies line!

A guide to the project management body of knowledge 2009 Handboek voor de uitvoering van ICT-projecten volgens een internationale, gezaghebbende standaard.

Learn More Python 3 the Hard Way Zed Shaw A. 2017

Learn Python the hard way : Release 2.0 Zed A. Shaw 2012

De deal Elle Kennedy 2018-05-23 Al meer dan 25.000 keer gelezen en geluisterd in Nederland en België! Dé internationale sexy bestsellersensatie vol humor. Hannah Wells heeft een enorme crush op Justin Kohl, de hunk van het footballteam. Maar hoe kan ze ervoor zorgen dat hij haar eindelijk ziet staan? Garrett Graham is de populaire aanvoerder van het ijshockeyteam. Maar hij kan ijshockey wel vergeten als hij niet snel zijn filosofiegemiddelde verbetert met behulp van bijles. Hij laat zijn oog vallen op de sarcastische brunette die als enige van de klas een goed cijfer heeft gehaald voor het tentamen dat hij over moet doen. Het enige probleem: zij heeft helemaal geen zin om hem te helpen. Garrett is echter niet voor één gat te vangen en bedenkt een sluw plan: zij geeft hem bijles, en hij doet een tijdje alsof hij haar vriendje is. Als Hannah namelijk een paar keer als zijn date op feestjes wordt gezien, zal ze daarmee ongetwijfeld de aandacht van Justin trekken. In een vlaag van verstandsverbijstering gaat Hannah akkoord met de deal. Dat kan niet misgaan... toch? De deal is het eerste deel in de Off Campus-serie van Elle Kennedy, die zich afspeelt op de fictieve Briar University. Alle delen zijn los van elkaar te lezen. Ook schreef ze een serie van vier boeken getiteld Briar U.

Learn Python the Hard Way Zed A. Shaw 2013-09-27 You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed-just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python the Hard Way, Third Edition, 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 software works; what good programs look

like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment Organizing and writing code Basic mathematics Variables Strings and text Interacting with users Working 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 Debugging 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 tutorial 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. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

Het allermoste kerstgeschenk Michael Morpurgo 2005-09 De verteller vindt in een geheim laatje van een oud bureau een brief uit de Eerste Wereldoorlog die de kerstgedachte een bijzondere inhoud geeft. Vanaf ca. 9 jaar.

De Opperheer Trudi Canavan 2012-03-16 Sonea's loyaliteit wordt zwaar op de proef gesteld als zij voor een lastige keuze komt te staan. Zelfs van haar leermeester Akkarin is ze niet langer zeker. Weliswaar neemt hij haar steeds vaker in vertrouwen, maar het geheim dat hij met zich meedraagt doet Sonea vermoeden dat de magiër minder eerbare doeleinden nastreeft. Het heeft er zelfs veel van weg dat hij Sonea's magische gaven wil misbruiken. Intussen komt een oude vriend van Sonea uit het dievengilde in de problemen als hij een dubieuze opdracht aanneemt van een geheimzinnige vreemdeling... 'De Zwarte Magiërs-trilogie is van zeldzaam kaliber. Jammer dat het maar drie boeken zijn in plaats van tien.' - The Guardian , auteur van de Kronieken van Wolfsblad

Pachinko Min Jin Lee 2018-03-02 Een generaties omspannend verhaal over een Koreaanse familie die een nieuw leven opbouwt in Japan Korea, 1900. Sunja, de veelgeprezen dochter van een arme maar trotse visser, valt voor een rijke vreemdeling aan de kust van haar geboortedorp. Hij belooft haar gouden bergen, maar wanneer ze zwanger wordt en ontdekt dat haar minnaar elders een gezin heeft, weigert ze zijn geld en bescherming. In plaats daarvan accepteert ze de hand van een jonge dominee, die haar meeneemt naar Japan. Sunja's beslissing om haar geboorteland de rug toe te keren en de machtige vader van haar zoon af te wijzen, zet een reeks gebeurtenissen in gang die nog generaties lang na-echoot. Zo begint een grootse doch intieme kroniek van een uitzonderlijke familie, verbannen uit hun thuisland Korea en in de ban van het meedogenloze voortschrijden van de geschiedenis. De pers over Pachinko 'Een kruising tussen een dickensiaanse, sociaal geëngageerde historische roman én een klassiek immigrantendrama. Ouderwets meeslepend voor-de-openhaard-proza.' Het Parool 'Met meesterlijke vertelkunst zit ze haar veelal tragische personages dicht op de huid. Dit realistische drama smeult nog lang na.' HUMO 'Een meeslepend, klassiek familie-epos dat tegelijk een bespiegeling is over de offers die immigranten brengen om elders een thuis op te bouwen.' De Morgen 'Deze dikke, verslavende pil gaat over een onbekende wereld vol schaamte, schuld en opmerkelijke karakters die je bij blijven.' Zin 'Deze generaties omspannende kroniek over een Koreaanse familie die een nieuw leven opbouwt in Japan staat hoog op mijn lijstje.' Lees Magazine 'Een krachtig, episch verhaal dat je nog lang bijblijft.' New York Times Book Review 'Een prachtig uitgewerkte, verslavende geschiedenis van het lijden en weer opbloeien van een Koreaanse familie in Japan.' David Mitchell 'Pachinko is een absolute aanrader. Een episch verhaal en pageturner ineen. Ik ben diep onder de indruk van dit boek.' John Boyne 'Duizelingwekkend. Een krachtige beschouwing over de offers die immigranten brengen om elders in de wereld een thuis op te bouwen. Lee bewijst hiermee te behoren tot de beste auteurs ter wereld.' Junot Díaz 'Alsof Dickens of Tolstoj hebben geschreven over een twintigste-eeuwse familie in Japan. Min Jin Lee schrijft over alle dingen die in goede romans horen te staan, maar ze stelt ook kwesties aan de orde die nog nooit eerder zo actueel waren.' Gary Shteyngart 'Pachinko kan zich in veel opzichten meten met het werk van grote negentiende-eeuwse schrijvers, zoals Dickens, Eliot, Hardy en de Brontës.' Harper's Bazaar 'Min Jin Lee traketeert haar lezers op een epische familiegeschiedenis en tegelijkertijd op een actueel verhaal over migranten. Niet voor niets werd dit boek bedolven onder de goede recensies.' Bibliotheek Zonnebeke 'Een onthullende geschiedenis die zeer beslist het lezen waard is.' Leeskost.nl 'Min Jin Lee - grote kans dat je nog nooit van haar hebt gehoord. Dat gaat veranderen.' Bookspotters.nl

Python Bookcamp Vaskaran Sarcar 2021-01-16 Python Bookcamp: Exercises and Projects is a beginner's

book. It is a quick programming guide to the Python programming language. The best way of learning is by doing exercises and projects. Therefore, this book follows the boot camp approach. It enables you to make interesting programs in no time. The world is changing, and we keep extra features developing, but the core concepts are evergreen. We build all additional features on top of those. If you have a sound foundation, you can adopt the upcoming features quickly. You also understand the reason behind those changes. So, the book focuses on core topics in-depth, but it does not cover "A-Z" in Python at the same time. The book has 12 chapters. The first chapter is a simple warm-up session for you. Here you'll set up your programming environment. The second chapter talks about the Python basics. Here you learn about variables, operators, and comments. Each subsequent chapter contains exercises and hands-on projects for you. As you move on, these projects will be more complex. You implement the case studies using the concepts you learn in a previous chapter. At the beginning of these chapters, you get a description of the projects. Once you finish reading these chapters, you get the complete solutions. The book covers both the common and the advanced data types along with the topic of loop and decision making. It also covers file handling, functions, and modules with exception handling mechanisms too. The last chapters of this book cover the object-oriented programming basics. Here you see the usage of classes, objects, and inheritance. You'll also learn about static and class methods in Python. In the end, there is a chapter to show you how to write useful tests to verify your code. In most cases, you'll see the complete programs with output. It means you can continue reading the material without interruption. To write the very short programs, or to test the simple commands, I use a Python command shell. For the remaining cases, you see the usage of PyCharm Community Edition in a Windows10 environment. This is a very popular IDE, and this version is free at the time of this writing. Many of us are afraid of fat books. They do not promise that you can complete the book in one day or 7 days, etc. Here is the twist. You should not forget that learning is a continuous process. We can achieve no real mastery in a short period. So, the motto of the book is "To learn the core topics in Python, whatever efforts I need to put, I am OK with that". I believe that if you have a strong focus, you can complete one chapter in a day with no trouble. So, the simple arithmetic says that you can complete the book in 12 days. But it is secondary! I have designed the book in such a way that upon completion of the book, you will learn the core concepts in depth. And you'll know how to learn further. In short, you can pick the book if the answer is "yes" to the following questions: *Have you never programmed before, but eager to learn Python? *Do you want to explore the Python essentials step-by-step, but as quickly as possible? *Do you have experience with a high-level programming languages, but want to learn Python? *Do you know how to install software on a machine and then set up the coding environment? *Do you like to review your knowledge before you use Python in advanced fields such as data science, machine learning? Probably you shouldn't read this book if the answer is yes to any of the following questions: *Are you confident about the fundamentals of Python? *Are you looking for advanced concepts in Python only? *Do you dislike a book that has an emphasis on exercises? *I dislike Windows OS, and PyCharm. I want to learn and use Python without them only."-is this statement true for you? The source code and other details are available at <https://github.com/Vaskaran/PythonBookcamp>

Wonder R.J. Palacio 2013-02-14 `Ik heet August, en ik ga niet beschrijven hoe ik eruitzie. Wat je ook denkt, ik weet bijna zeker dat het erger is. Auggie Pullman is geboren met een gezichtsafwijking, en ook na veel operaties ziet hij er nog heel ongewoon uit. Hij doet zijn best niet op te vallen, maar mensen schrikken als ze hem zien, en ze staren of kijken weg. Als hij tien is gaat hij voor het eerst naar een gewone school. Auggie is bang dat hij niet geaccepteerd zal worden, en hij krijgt gelijk. Zijn klasgenoten negeren hem en sommigen beginnen hem te pesten. Maar er is één meisje dat zich niet door Auggies uiterlijk laat afschrikken... Wonder is het eerste boek van R.J. Palacio en het is meteen een enorm succes. In Amerika was Wonder hét boek van het jaar en begonnen lezers campagnes tegen pesten. Het boek verschijnt in meer dan vijftig landen. `Wonder heeft de kracht om het hart te raken en gedachten te veranderen. The Guardian `Een prachtig en grappig verhaal dat je soms ook tot tranen roert. The Wall Street Journal `Een zeldzaam pareltje, prachtig geschreven en met personages die zich nestelen in je geheugen en in je hart. Amazon.com

Python 3 Text Processing with Nltk 3 Cookbook Jacob Perkins 2014-12-12 Over 80 practical recipes on natural language processing techniques using Python's NLTK 3.0 About This Book Break text down into its component parts for spelling correction, feature extraction, and phrase transformation Learn how to do

custom sentiment analysis and named entity recognition Work through the natural language processing concepts with simple and easy-to-follow programming recipes Who This Book Is For This book is intended for Python programmers interested in learning how to do natural language processing. Maybe you've learned the limits of regular expressions the hard way, or you've realized that human language cannot be deterministically parsed like a computer language. Perhaps you have more text than you know what to do with, and need automated ways to analyze and structure that text. This Cookbook will show you how to train and use statistical language models to process text in ways that are practically impossible with standard programming tools. A basic knowledge of Python and the basic text processing concepts is expected. Some experience with regular expressions will also be helpful. In Detail This book will show you the essential techniques of text and language processing. Starting with tokenization, stemming, and the WordNet dictionary, you'll progress to part-of-speech tagging, phrase chunking, and named entity recognition. You'll learn how various text corpora are organized, as well as how to create your own custom corpus. Then, you'll move onto text classification with a focus on sentiment analysis. And because NLP can be computationally expensive on large bodies of text, you'll try a few methods for distributed text processing. Finally, you'll be introduced to a number of other small but complementary Python libraries for text analysis, cleaning, and parsing. This cookbook provides simple, straightforward examples so you can quickly learn text processing with Python and NLTK.

Learn Python the Hard Way Zed Shaw 2016 "These videos are companion files meant to be used with the book: Learn Python the Hard Way."--Resource description page.

*De edele kunst van not giving a f*ck* Mark Manson 2017-04-11 Van populair weblog naar New York Times-bestseller is dit hét boek voor zelfhulphaters! Stop met altijd maar positief zijn, en leer in plaats daarvan om te gaan met je tekortkomingen en de tegenslagen in het leven. Zodra je niet meer wegrent voor je angsten, fouten en onzekerheden maar de pijnlijke waarheid onder ogen durft te zien, vind je de moed en het zelfvertrouwen waar je in deze tijd zo'n behoefte aan hebt. Mark Manson geeft je de tools om te kiezen waar jij om geeft, en dus ook waar je niet om geeft. Dat idee omarmen werkt bevrijdend. Humoristisch en vol goede grappen, maar bovenal ondersteund door wetenschappelijk onderzoek.

Learn PyQt The Hard Way: A Quick Start Guide to PostgreSQL and SQLite Driven Programming Vivian Siahaan 2019-11-25 This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of PostgreSQL and SQLite databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to PostgreSQL and SQLite is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six and chapter seven, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object,

querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In chapter eight, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter ten, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter eleven, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Learn C the Hard Way Zed Shaw 2015-07-06 You Will Learn C! Zed Shaw has perfected the world's best system for learning C. Follow it and you will succeed-just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good modern C programs look like, how to think more effectively about code, and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that defends itself from malicious activity and defects. Shaw teaches all the key skills you need to start writing excellent C software: Planning and attention to detail Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more It'll Be Hard At First. But Soon, You'll Just Get It-And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer. Watch Zed first! The accompanying DVD contains 5+ hours of passionate, powerful teaching to jumpstart your learning of each key skill: a complete C video course!

NumPy: Beginner's Guide Ivan Idris 2015-06-24 In today's world of science and technology, it's all about speed and flexibility. When it comes to scientific computing, NumPy tops the list. NumPy will give you both speed and high productivity. This book will walk you through NumPy with clear, step-by-step examples and just the right amount of theory. The book focuses on the fundamentals of NumPy, including array objects, functions, and matrices, each of them explained with practical examples. You will then learn about different NumPy modules while performing mathematical operations such as calculating the Fourier transform, finding the inverse of a matrix, and determining eigenvalues, among many others. This book is a one-stop solution to knowing the ins and outs of the vast NumPy library, empowering you to use its wide range of mathematical features to build efficient, high-speed programs.

Python & Raspberry Pi 3 Cyberpunk University 2017-03-10 Learn These 2 Ultimate Programming Skills Within Only 24 Hours! What if you have the skills to program the next Facebook or Instagram? Can you imagine, building your own Raspberry PI Personal Assistant, make a files storage server or write your own games. Sounds good, right?! Programmers are the new Rockstars of this century, PERIOD! The demand for programmers now is higher than ever. With this 2 book bundle we will teach you the right skillset to start

your programming journey. Best Selling Authors Cyberpunk University, have decided to bundle their TOP bestselling books into 1 book! These books have helped thousands of starting programmers to attain the right skillset. Cyberpunk University believes that they have the ability to learn programming to anybody within 12 hours. They know how quite tricky it is to learn and be a master of any programming language. But with their experience they're able to create information products such as this step-by-step bundle. -We took out all the NONSENSE and tell you what to do, and more important, HOW TO DO IT!- What will you find in this bundle: Python: -How to setup the programming language of the future -Exercises at the end of each chapter to help you master Python -How to handle errors and exceptions when writing a program -How you can test your programs -BONUS: Compilation of valuable links and tutorials to further develop your python skills - BONUS: The FREE Cyberpunk Python Whizz Kit including, a Python Cheat sheet and 50+ Free Python exercises. Raspberry Pi: -How to setup your Raspberry Pi the RIGHTWAY -How to setup your Raspbian OS the easy way and the hard way -How to write your first game on your Pi 3 -Learn the basic skills of Python for complete programming newbies -How to understand the Raspberry GPIO and setting up the hardware - BONUS: Raspberry Pi 3 Pinout Chart -BONUS: The TOP 6 Raspberry Pi Projects for Beginners -And more... Buy This Bundle NOW To Learn Python Programming & How To Program Your Raspberry PI in Only 24 Hours! Pick up your copy today by clicking the BUY NOW button at the top of this page!

Onuitwisbaar Edward Snowden 2019-09-16 In 2013 schokte de 29-jarige Edward Snowden de wereld toen hij brak met de Amerikaanse geheime diensten en onthulde dat ze in het allergrootste geheim bezig waren al ons digitale verkeer - elk telefoontje, elk bericht, elke e-mail - te verzamelen en vast te leggen. Van iedereen die zich online begeeft, wordt zo een permanent en onuitwisbaar dossier bijgehouden. Edward Snowden vertelt in dit uiterst meeslepende boek voor het eerst zijn volledige verhaal. Hij laat zien hoe een intelligente jongen uit een idyllische buitenwijk, die opgroeide aan het begin van het internettijdperk en daar al snel de

opwindende vrijheid van ontdekte, later een digitale spion werd die mee zou bouwen aan het grootste surveillance-netwerk ooit. Snowden vertelt indringend hoe hij in gewetensnood kwam en uiteindelijk alles op het spel zette om dit systeem aan de kaak te stellen. In ballingschap groeide hij uit tot het geweten van ons online bestaan. Onuitwisbaar is even scherpzinnig en elegant als overtuigend, even indrukwekkend als ontluisterend. Edward Snowden werd geboren in Elizabeth City, North Carolina, en groeide op in de buurt van de militaire basis Fort Meade in Maryland. Na zijn opleiding als systeemengineer kreeg hij een hoge functie binnen de CIA en werkte hij wereldwijd aan diverse projecten voor de NSA. Tegenwoordig is Snowden voorzitter van de raad van bestuur van de Freedom of the Press Foundation. Hij ontving verschillende prijzen voor zijn verdiensten, waaronder de Right Livelihood Award, de Duitse Whistleblower Prize, de Ridenhour Truth-Telling Prize en de Carl von Ossietzky-medaille van de International League of Human Rights.

Data Science at the Command Line Jeroen Janssens 2021-08-17 This thoroughly revised guide demonstrates how the flexibility of the command line can help you become a more efficient and productive data scientist. You'll learn how to combine small yet powerful command-line tools to quickly obtain, scrub, explore, and model your data. To get you started, author Jeroen Janssens provides a Docker image packed with over 80 tools--useful whether you work with Windows, macOS, or Linux. You'll quickly discover why the command line is an agile, scalable, and extensible technology. Even if you're comfortable processing data with Python or R, you'll learn how to greatly improve your data science workflow by leveraging the command line's power. This book is ideal for data scientists, analysts, and engineers; software and machine learning engineers; and system administrators. Obtain data from websites, APIs, databases, and spreadsheets Perform scrub operations on text, CSV, HTM, XML, and JSON files Explore data, compute descriptive statistics, and create visualizations Manage your data science workflow Create reusable command-line tools from one-liners and existing Python or R code Parallelize and distribute data-intensive pipelines Model data with dimensionality reduction, clustering, regression, and classification algorithms