

# Head First Python 2nd Edition

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*Head First C#* Andrew Stelman 2020-12-04  
What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019,

beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time

you're done, you'll be a solid C# programmer-- and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, *Head First C#* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

[Learning Python](#) - Mark Lutz 2013-06-12

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

[Head First C](#) - David Griffiths 2012-04-03

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and

network programming. Learn how to use the compiler, the make tool, and the archiver.

*Head First Go* Jay McGavren 2019-04-04

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started.

Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Go* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts?

This multisensory learning experience is designed for the way your brain really works.

*Fahrenheit 451* Ray Bradbury 2003-09-23

A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

**Head First Java** - Kathy Sierra 2005-02-09

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work—recording things that matter. How does your brain know what matters? It's

like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the

Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

### **Head First Object-Oriented Analysis and Design** - Brett McLaughlin 2006-11-27

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just

finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time- software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse,

maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

[Head First Python](#) - Paul Barry 2016-11-21  
Want to learn the Python language without

slogging your way through how-to manuals? With *Head First Python*, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Python* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

**Head First HTML with CSS & XHTML** - Elisabeth Freeman 2006

"A complete learning experience for creating industry standard Web pages - but you won't be just reading: you'll be playing games, solving puzzles, pondering mysteries and creating Web pages like you never imagined. You'll be also learning how HTML works with CSS . . . if you're going to create Web pages in the 21st century, then you want to know and to understand CSS, too."

*Web Scraping with Python* Ryan Mitchell  
2015-06-15

Learn web scraping and crawling techniques to access unlimited data from any web source in any format. With this practical guide, you'll learn how to use Python scripts and web APIs to gather and process data from thousands—or even millions—of web pages at once. Ideal for programmers, security professionals, and web administrators familiar with Python, this book not only teaches basic web scraping mechanics, but also delves into more advanced topics, such as analyzing raw data or using scrapers for

frontend website testing. Code samples are available to help you understand the concepts in practice. Learn how to parse complicated HTML pages Traverse multiple pages and sites Get a general overview of APIs and how they work Learn several methods for storing the data you scrape Download, read, and extract data from documents Use tools and techniques to clean badly formatted data Read and write natural languages Crawl through forms and logins Understand how to scrape JavaScript Learn image processing and text recognition

**Head First Data Analysis** - Michael Milton  
2009-07-24

A guide for data managers and analyzers shares guidelines for identifying patterns, predicting future outcomes, and presenting findings to others; drawing on current research in cognitive science and learning theory while covering such additional topics as assessing data quality, handling ambiguous information, and organizing data within market groups. Original.

**Python in a Nutshell** - Alex Martelli  
2006-07-14

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

*Python Cookbook* - David Beazley 2013-05-10  
If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators

and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

Python Crash Course - Eric Matthes 2015-11-01  
Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's

super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code!  
Uses Python 2 and 3

Head First Python - Paul Barry 2016-08-25  
Are you keen to add Python as a programming skill? Learn quickly and have some fun at the same time with the second edition of Head First Python. This updated book takes you beyond

typical how-to manuals with engaging images, puzzles, stories, and quizzes that are proven to stimulate learning and retention. You'll not only learn how Python differs from other programming languages, you'll also learn how to be a great Python programmer. Learn how to work effectively with data and persistence in Python. Exploit Python's iteration technologies, letting you loop like crazy! Do more with less code by creating your own decorators and context managers. Build Python-enabled web servers and web applications. Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

**Head First JavaScript Programming** - Eric Freeman  
2014-03-26

What will you learn from this book? This brain-

friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including:

- The inner details of JavaScript
- How JavaScript works with the browser
- The secrets of JavaScript types
- Using arrays
- The power of functions
- How to work with objects
- Making use of prototypes
- Understanding closures
- Writing and testing applications

What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich

format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

### **Introducing Data Science** - Davy Cielen

2016-05-02

Summary Introducing Data Science teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book Introducing Data

ScienceIntroducing Data Science explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a

similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Cielen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

**Head First Statistics** - Dawn Griffiths  
2008-08-26

A comprehensive introduction to statistics that teaches the fundamentals with real-life scenarios, and covers histograms, quartiles, probability, Bayes' theorem, predictions, approximations, random samples, and related topics.

**Head First Python** - Paul Barry 2016-11-21  
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.

**Learn Python the Hard Way** - Zed Shaw 2014  
Accompanying DVD-ROM contains 5+ hours of teaching, a complete Python video course.  
*Learn Python in One Day and Learn It Well*  
Jamie Chan 2015-01-07

Master Python Programming with a unique Hands-On Project Have you always wanted to

learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Python language even if you have never coded before. Carefully Chosen Python Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The

best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Python coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: What is Python? What software you need to code and run Python programs? What are variables? What mathematical operators are there in Python? What are the common data types in Python? What are Lists and Tuples? How to format strings How to accept user inputs and display outputs How to make decisions with If statements How to control the flow of program with loops How to handle errors and exceptions What are functions and modules? How to define your own functions and modules How to work with external files .. and more... Finally, you'll be

guided through a hands-on project that requires the application of all the topics covered. Click the "Add to Cart" button now to start learning Python. Learn it fast and learn it well.

**Effective Python** - Brett Slatkin 2015

Effective Python will help students harness the full power of Python to write exceptionally robust, efficient, maintainable, and well-performing code. Utilizing the concise, scenario-driven style pioneered in Scott Meyers's best-selling *Effective C++*, Brett Slatkin brings together 53 Python best practices, tips, shortcuts, and realistic code examples from expert programmers. Each section contains specific, actionable guidelines organized into items, each with carefully worded advice supported by detailed technical arguments and illuminating examples.

*Head First Software Development* Dan Pilon  
2008-12-26

Provides information on successful software development, covering such topics as customer

requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

*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

**The Rust Programming Language (Covers Rust 2018)** - Steve Klabnik 2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error

handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

*The Quick Python Book* Vernon L. Ceder 2010  
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.

**Head First Design Patterns** - Eric Freeman

2004-10-25

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

*Head First Python* Paul Barry 2010-11-22

A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

**Advanced Linux Programming** -

CodeSourcery LLC 2001-06-11

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version.

Advanced Linux Programming is divided into two parts. The first covers generic UNIX system

services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

**Head First Learn to Code** - Eric Freeman  
2018-01-02

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can

remain a passive participant, or you can learn to code. With *Head First Learn to Code* you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Learn to Code* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. [Head First SQL](#) - Lynn Beighley 2007-08-28 Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases,

simple and complex queries, creating multiple tables, and protecting important table data.

**Head First Networking** - Al Anderson

2009-05-27

Frustrated with networking books so chock-full of acronyms that your brain goes into sleep mode? Head First Networking's unique, visually rich format provides a task-based approach to computer networking that makes it easy to get your brain engaged. You'll learn the concepts by tying them to on-the-job tasks, blending practice and theory in a way that only Head First can. With this book, you'll learn skills through a variety of genuine scenarios, from fixing a malfunctioning office network to planning a network for a high-technology haunted house. You'll learn exactly what you need to know, rather than a laundry list of acronyms and diagrams. This book will help you: Master the functionality, protocols, and packets that make up real-world networking Learn networking concepts through examples in the field Tackle

tasks such as planning and diagramming networks, running cables, and configuring network devices such as routers and switches Monitor networks for performance and problems, and learn troubleshooting techniques Practice what you've learned with nearly one hundred exercises, questions, sample problems, and projects Head First's popular format is proven to stimulate learning and retention by engaging you with images, puzzles, stories, and more. Whether you're a network professional with a CCNA/CCNP or a student taking your first college networking course, Head First Networking will help you become a network guru.

*Head First Python* Paul Barry 2016

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring

database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. [Automate the Boring Stuff with Python, 2nd Edition](#) - Al Sweigart 2019-11-12

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior

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

perform useful feats of automation to:

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

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

**Python Crash Course, 2nd Edition** - Eric Matthes 2019-05-21

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A

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

- Use powerful Python libraries and tools,

including Pygame, Matplotlib, Plotly, and Django

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

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

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

Python in easy steps, 2nd edition instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colored source code. Python in easy steps, 2nd edition begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python

language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps, 2nd edition makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. The Python 3.x language is under active development so frequent new releases are made available as small improvements are added to the language and Python in easy steps, 2nd edition features the very latest versions of Python at the time of

publication. Python development is one of evolution, rather than revolution, so the examples provided in the book can be used in subsequent releases – simply download the latest version of Python then follow the easy steps. Python is the language used to program the Raspberry Pi – covered by Raspberry Pi in easy steps and Raspberry Pi 3 in easy steps. This second edition is updated to cover Python 3.10. [Head First JavaScript](#) - Michael Morrison  
2007-12-20

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn:

The basics of programming, from variables to types to looping  
How the web browser runs your code, and how you can talk to the browser with your code  
Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code  
How to use the Document Object Model to change your web pages without making your users click buttons  
If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a

blast along the way. So get ready... dynamic and exciting web pages are just pages away.

Head First Swift - Paris Buttfield-Addison

2021-11-18

What will you learn from this book? Swift is best known as Apple's programming language of choice for developing apps on iOS, iPadOS, macOS, watchOS, and tvOS. But it's far more versatile than that. Open source Swift is also gaining ground as a language for systems programming and server-side code, and it runs on Linux and Windows. So where do you start? With Head First Swift, you'll explore from the ground up: from collecting and controlling data to reusing code, producing custom data types, and structuring programs and user interfaces with SwiftUI by building safe, protocol-driven code. With Swift under your belt, you'll be ready to build everything from mobile and web apps to games, frameworks, command-line tools, and beyond. What's so special about this book? If you've read a Head First book, you know what to

expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Swift through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

**Invent Your Own Computer Games with Python, 4th Edition** - Al Sweigart 2016-12-16  
Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: -Combine loops, variables, and flow control statements into real working

programs -Choose the right data structures for the job, such as lists, dictionaries, and tuples -Add graphics and animation to your games with the pygame module -Handle keyboard and mouse input -Program simple artificial intelligence so you can play against the computer -Use cryptography to convert text messages into secret code -Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

**Head First Programming** - David Griffiths

2009-11-16

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables,

decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your

time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-

sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.