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Think Python

An Introduction to Software Design

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Think Python An Introduction To Software Design

Ronald K. Pearson, Moncef Gabbouj



Think Python An Introduction To Software Design:

Think Python Allen Downey, 2012-08-13 How to think like a computer scientist Cover **Think Python** Allen Downey, 2024-09-03 Python is an excellent way to get started in programming and this clear concise guide walks you through Python a step at a time beginning with basic programming concepts before moving on to functions data structures and object oriented design This revised third edition reflects the growing role of large language models LLMs in programming and includes exercises on effective LLM prompts testing code and debugging skills With this popular hands on guide at your side you ll get A grounding in the syntax and semantics of the Python language A clear definition of each programming concept with emphasis on clear vocabulary How to work with variables statements functions and data structures in a logical progression Techniques for reading and writing files and databases A solid understanding of objects methods and object oriented programming Debugging strategies for syntax runtime and semantic errors An introduction to recursion interface design data structures and basic algorithms How to use LLMs including effective prompts testing code and debugging And more **Think Python** Allen Downey, 2011-09 The goal of this book is to teach you to think like a computer scientist This way of thinking combines some of the best features of mathematics engineering and natural science Like mathematicians computer scientists use formal languages to denote ideas speci cally computations Like engineers they design things assembling components into systems and evaluating tradeoffs among alternatives Like scientists they observe the behavior of complex systems form hypotheses and test predictions The single most important skill for a computer scientist is problem solving Problem solving means the ability to formulate problems think creatively about solutions and express a solution clearly and accurately As it turns out the process of learning to program is an excellent opportunity to practice problem solving skills That s why this chapter is called The way of the program On one level you will be learning to program a useful skill by itself On another level you will use programming as a means to an end As we go along that end will become clearer

Think Python Allen B. Downey, 2015-12-02 If you want to learn how to program working with Python is an excellent way to start This hands on guide takes you through the language a step at a time beginning with basic programming concepts before moving on to functions recursion data structures and object oriented design This second edition and its supporting code have been updated for Python 3 Through exercises in each chapter you ll try out programming concepts as you learn them Think Python is ideal for students at the high school or college level as well as self learners home schooled students and professionals who need to learn programming basics Beginners just getting their feet wet will learn how to start with Python in a browser Start with the basics including language syntax and semantics Get a clear definition of each programming concept Learn about values variables statements functions and data structures in a logical progression Discover how to work with files and databases Understand objects methods and object oriented programming Use debugging techniques to fix syntax runtime and semantic errors Explore interface design data structures and GUI based programs through case studies

Python for Software Design Allen Downey, 2009-03-09 Python for Software Design is a concise introduction to software design using the Python programming language The focus is on the programming process with special emphasis on debugging The book includes a wide range of exercises from short examples to substantial projects so that students have ample opportunity to practice each new concept

Nonlinear Digital Filtering with Python Ronald K. Pearson, Moncef Gabbouj, 2018-09-03 Nonlinear Digital Filtering with Python An Introduction discusses important structural filter classes including the median filter and a number of its extensions e g weighted and recursive median filters and Volterra filters based on polynomial nonlinearities Adopting both structural and behavioral approaches in characterizing and designing nonlinear digital filters this book Begins with an expedient introduction to programming in the free open source computing environment of Python Uses results from algebra and the theory of functional equations to construct and characterize behaviorally defined nonlinear filter classes Analyzes the impact of a range of useful interconnection strategies on filter behavior providing Python implementations of the presented filters and interconnection strategies Proposes practical bottom up strategies for designing more complex and capable filters from simpler components in a way that preserves the key properties of these components Illustrates the behavioral consequences of allowing recursive i e feedback interconnections in nonlinear digital filters while highlighting a challenging but promising research frontier Nonlinear Digital Filtering with Python An Introduction supplies essential knowledge useful for developing and implementing data cleaning filters for dynamic data analysis and time series modeling

Linux Commands, C, C++, Java and Python Exercises For Beginners Manjunath.R, 2020-03-27 Hands On Practice for Learning Linux and Programming Languages from Scratch Are you new to Linux and programming Do you want to learn Linux commands and programming languages like C C Java and Python but don t know where to start Look no further An approachable manual for new and experienced programmers that introduces the programming languages C C Java and Python This book is for all programmers whether you are a novice or an experienced pro It is designed for an introductory course that provides beginning engineering and computer science students with a solid foundation in the fundamental concepts of computer programming In this comprehensive guide you will learn the essential Linux commands that every beginner should know as well as gain practical experience with programming exercises in C C Java and Python It also offers valuable perspectives on important computing concepts through the development of programming and problem solving skills using the languages C C Java and Python The beginner will find its carefully paced exercises especially helpful Of course those who are already familiar with programming are likely to derive more benefits from this book After reading this book you will find yourself at a moderate level of expertise in C C Java and Python from which you can take yourself to the next levels The command line interface is one of the nearly all well built trademarks of Linux There exists an ocean of Linux commands permitting you to do nearly everything you can be under the impression of doing on your Linux operating system However this at the end of time creates a problem because of all of so copious

commands accessible to manage you don't comprehend where and at which point to fly and learn them especially when you are a learner. If you are facing this problem and are peering for a painless method to begin your command line journey in Linux you've come to the right place as in this book we will launch you to a hold of well liked and helpful Linux commands. This book gives a thorough introduction to the C, C++, Java and Python programming languages covering everything from fundamentals to advanced concepts. It also includes various exercises that let you put what you learn to use in the real world. With step by step instructions and plenty of examples you'll build your knowledge and confidence in Linux and programming as you progress through the exercises. By the end of the book you'll have a solid foundation in Linux commands and programming concepts allowing you to take your skills to the next level. Whether you're a student aspiring programmer or curious hobbyist this book is the perfect resource to start your journey into the exciting world of Linux and programming.

Mastering the Interview: 80 Essential Questions for Software Engineers Manjunath.R, 2023-05-19. The Software Engineer's Guide to Acing Interviews. Software Interview Questions You'll Most Likely Be Asked. Mastering the Interview: 80 Essential Questions for Software Engineers is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry. This book is an invaluable resource for both entry level and experienced software engineers who want to master the art of interview preparation. This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews. Each question is thoughtfully crafted to assess the candidate's technical knowledge, problem solving abilities and overall suitability for the role. This book goes beyond just providing a list of questions. It offers in depth explanations, detailed sample answers and insightful tips on how to approach each question with confidence and clarity. The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition. Mastering the Interview: 80 Essential Questions for Software Engineers is an indispensable guide that empowers software engineers to navigate the interview process with confidence, enhance their technical prowess and secure the job offers they desire. Whether you are a seasoned professional or a recent graduate, this book will significantly improve your chances of acing software engineering interviews and advancing your career in the ever evolving world of technology.

Introduction to Python David Báez-López, David Alfredo Báez Villegas, 2024-07-02. Introduction to Python with Applications in Optimization, Image and Video Processing and Machine Learning is intended primarily for advanced undergraduate and graduate students in quantitative sciences such as mathematics, computer science and engineering. In addition to this, the book is written in such a way that it can also serve as a self contained handbook for professionals working in quantitative fields including finance, IT and many other industries where programming is a useful or essential tool. The book is written to be accessible and useful to those with no prior experience of Python, but those who are somewhat more adept will also benefit from the more advanced material that comes later in the book. Features: Covers introductory and advanced material. Advanced material includes lists

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Manjunath.R,2020-04-13 An Introduction to Programming Languages and Operating Systems for Novice Coders An ideal addition to your personal library With the aid of this indispensable reference book you may quickly gain a grasp of Python Java JavaScript C C CSS Data Science HTML LINUX and PHP It can be challenging to understand the programming language's distinctive advantages and charms Many programmers who are familiar with a variety of languages frequently approach them from a constrained perspective rather than enjoying their full expressivity Some programmers incorrectly use Programmatic features which can later result in serious issues The programmatic method of writing programs the ideal approach to use programming languages is explained in this book This book is for all programmers whether you are a novice or an experienced pro Its numerous examples and well paced discussions will be especially beneficial for beginners Those who are already familiar with programming will probably gain more from this book of course I want you to be prepared to use programming to make a big difference C C Java Python PHP JavaScript and Linux For Beginners is a comprehensive guide to programming languages and operating systems for those who are new to the world of coding This easy to follow book is designed to help readers learn the basics of programming and Linux operating system and to gain confidence in their coding abilities With clear and concise explanations readers will be introduced to the fundamental concepts of programming languages such as C C Java Python PHP and JavaScript as well as the basics of the Linux operating system The book offers step by step guidance on how to write and execute code along with practical exercises that help reinforce learning Whether you are a student or a professional C C Java Python PHP JavaScript and Linux For Beginners provides a solid foundation in programming and operating systems By the end of this book readers will have a solid understanding of the core concepts of programming and Linux and will be equipped with the knowledge and skills to continue learning and exploring the exciting world of coding

Machine Learning and Intelligent Communications Mingxiang Guan,Zhenyu Na,2021-01-23 This volume constitutes the refereed post conference proceedings of the 5th International Conference on Machine Learning and Intelligent Communications MLICOM 2020 held in Shenzhen China in September 2020 Due to COVID 19 pandemic the conference was held virtually The 55 revised full papers were carefully selected from 133 submissions The papers are organized thematically in intelligent resource spectrum power allocation schemes applications of neural network and deep learning decentralized learning for wireless communication systems intelligent antennas design and dynamic configuration intelligent communications intelligent positioning and navigation systems smart unmanned vehicular technology intelligent space and terrestrial integrated networks machine learning algorithm and Intelligent networks *Software Design by Example* Greg Wilson,2024-04-05 The best way to learn design in any field is to study examples and some of the best

examples of software design come from the tools programmers use in their own work *Software Design by Example A Tool Based Introduction with Python* therefore builds small versions of the things programmers use in order to demystify them and give some insights into how experienced programmers think From a file backup system and a testing framework to a regular expression matcher a browser layout engine and a very small compiler we explore common design patterns show how making code easier to test also makes it easier to reuse and help readers understand how debuggers profilers package managers and version control systems work so that they can use them more effectively This material can be used for self paced study in an undergraduate course on software design or as the core of an intensive weeklong workshop for working programmers Each chapter has a set of exercises ranging in size and difficulty from half a dozen lines to a full day s work Readers should be familiar with the basics of modern Python but the more advanced features of the language are explained and illustrated as they are introduced All the written material in this project can be freely reused under the terms of the Creative Commons Attribution license while all of the software is made available under the terms of the Hippocratic License All proceeds from sale of this book will go to support the Red Door Family Shelter in Toronto Features Teaches software design by showing programmers how to build the tools they use every day Each chapter includes exercises to help readers check and deepen their understanding All the example code can be downloaded re used and modified under an open license

Getting to Know Python Simone Payment,2014-07-15 This book introduces readers to the computer programming language Python exploring its various applications and the history of its development *Social Data Analytics in the Cloud with AI* Xuebin Wei,Xinyue Ye,2024-12-30 The rise of cloud computing and Generative artificial intelligence AI has revolutionized data analytics pipelines Analysts can collect store and process vast datasets in the cloud with high availability and scalability and also leverage Generative AI to query and visualize datasets in natural languages This pioneering textbook provides a gateway for students educators and professionals to develop and enhance social data analytics capabilities with the latest cloud computing and AI technologies The textbook introduces educational cloud resources from leading technology companies begins with foundational concepts and progresses to advanced techniques Features The first textbook on cloud based social data analytics with the assistance of Generative AI Introduces educational cloud resources from leading technology companies like AWS GitHub and MongoDB Presents a fully AI powered data analytics pipeline from Python coding to data collection with APIs cloud based data storage natural language queries and interactive visualization Analyzes Census and social media data with the latest large language models LLMs Provides hands on exercises with real world datasets on timely issues This textbook is an excellent resource for upper level undergraduate and graduate students taking GIS Urban Informatics Social Science Data Analysis and Data Science courses faculty members teaching such courses and professionals and researchers interested in leveraging cloud computing and Generative AI in social data analytics

Hands-on Supervised Learning with Python Gnana Lakshmi T C,Madeleine Shang,2021-01-06 Hands On ML problem

solving and creating solutions using Python

KEY FEATURES

- _ Introduction to Python Programming
- _ Python for Machine Learning
- _ Introduction to Machine Learning
- _ Introduction to Predictive Modelling
- Supervised and Unsupervised Algorithms
- _ Linear Regression
- Logistic Regression and Support Vector Machines

DESCRIPTION You will learn about the fundamentals of Machine Learning and Python programming post which you will be introduced to predictive modelling and the different methodologies in predictive modelling You will be introduced to Supervised Learning algorithms and Unsupervised Learning algorithms and the difference between them We will focus on learning supervised machine learning algorithms covering Linear Regression Logistic Regression Support Vector Machines Decision Trees and Artificial Neural Networks For each of these algorithms you will work hands on with open source datasets and use python programming to program the machine learning algorithms You will learn about cleaning the data and optimizing the features to get the best results out of your machine learning model You will learn about the various parameters that determine the accuracy of your model and how you can tune your model based on the reflection of these parameters

WHAT WILL YOU LEARN

- _ Get a clear vision of what is Machine Learning and get familiar with the foundation principles of Machine learning
- _ Understand the Python language specific libraries available for Machine learning and be able to work with those libraries
- _ Explore the different Supervised Learning based algorithms in Machine Learning and know how to implement them when a real time use case is presented to you
- _ Have hands on with Data Exploration Data Cleaning Data Preprocessing and Model implementation
- _ Get to know the basics of Deep Learning and some interesting algorithms in this space
- _ Choose the right model based on your problem statement and work with EDA techniques to get good accuracy on your model

WHO THIS BOOK IS FOR This book is for anyone interested in understanding Machine Learning

Beginners Machine Learning Engineers and Data Scientists who want to get familiar with Supervised Learning algorithms will find this book helpful

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Python In - Depth Ahidjo Ayeva, Kamon Ayeva, Aiman Saed, 2020-10-06

Build it with Python the popular and batteries included programming tool

Key Features

- _ Get familiar with the fundamentals of Python
- _ Understand the OOP paradigm and learn to write your custom object classes
- _ Explore tools and techniques to measure code execution for Performance Optimization
- _ Understand how Python is used in the main Cryptographic mechanisms

Description Python In Depth gives you a detailed presentation of the possibilities for solving everyday problems even complex ones using Python You will begin by setting up Python in your system and then learn about the fundamentals of Python so that you have a rock solid foundation to build upon You will explore the foundations of Python

programming such as the built in data types functions objects and classes files etc You will then explore the different programming paradigms such as OOP Functional and Concurrent and find the best approach given a situation You will also learn how to utilize an interchange format to exchange data and understand how to carry out performance optimization effective debugging and security among other techniques Towards the end you will enjoy two chapters dedicated to two domains where Python usage is currently very strong Data Science and Web Development What will you learn _ Learn how to improve your Python Code Quality _ Explore the techniques and frameworks for Python GUI Programming _ Solve Data Science and Machine Learning problems using Python _ Get familiar with Python web frameworks Django and Flask Who this book is for This book is for anyone who is new to Software Development and wants to learn Python Existing Python users can also use this book for a quick reference for the fundamentals and the features introduced in Python 3 7 Table of Contents 1 Getting Started with Python 2 Program Flow and Error Handling 3 Functions Modules and Functional Programming 4 Useful Modules and Libraries 5 Object Orientation 6 Decorators and Iterators 7 Files and Data Persistence 8 Context Managers 9 Performance Optimization 10 Cryptography 11 Concurrent Execution 12 Logging and Debugging 13 Code Style and Quality Assurance 14 Code Packaging and Dependencies 15 GUI Programming 16 Web Development 17 Data Science Robust Python Patrick Viafore,2021-07-12 Does it seem like your Python projects are getting bigger and bigger Are you feeling the pain as your codebase expands and gets tougher to debug and maintain Python is an easy language to learn and use but that also means systems can quickly grow beyond comprehension Thankfully Python has features to help developers overcome maintainability woes In this practical book author Patrick Viafore shows you how to use Python s type system to the max You ll look at user defined types such as classes and enums and Python s type hinting system You ll also learn how to make Python extensible and how to use a comprehensive testing strategy as a safety net With these tips and techniques you ll write clearer and more maintainable code Learn why types are essential in modern development ecosystems Understand how type choices such as classes dictionaries and enums reflect specific intents Make Python extensible for the future without adding bloat Use popular Python tools to increase the safety and robustness of your codebase Evaluate current code to detect common maintainability gotchas Build a safety net around your codebase with linters and tests *Clean Code in Python* Mariano Anaya,2018-08-29 Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply microservices to your legacy systems by implementing practical techniques Book Description Python is currently used in many different areas such as software construction systems administration and data processing In all of these areas experienced professionals can find examples of inefficiency problems and other perils as a result of bad code After reading this book readers will understand these problems and more importantly how to correct them The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming You will learn about writing efficient and readable code

using the Python standard library and best practices for software design You will learn to implement the SOLID principles in Python and use decorators to improve your code The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code In the final chapter we break down a monolithic application to a microservice one starting from the code as the basis for a solid platform By the end of the book you will be proficient in applying industry approved coding practices to design clean sustainable and readable Python code What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency A strong understanding of Programming is assumed *Mastering Data Structures with Python* Aditya Pratap Bhuyan,2024-09-14

An Interdisciplinary Introduction to Image Processing Steven L. Tanimoto,2012-04-27 Basic principles of image processing and programming explained without college level mathematics This book explores image processing from several perspectives the creative the theoretical mainly mathematical and the programmatical It explains the basic principles of image processing drawing on key concepts and techniques from mathematics psychology of perception computer science and art and introduces computer programming as a way to get more control over image processing operations It does so without requiring college level mathematics or prior programming experience The content is supported by PixelMath a freely available software program that helps the reader understand images as both visual and mathematical objects The first part of the book covers such topics as digital image representation sampling brightness and contrast color models geometric transformations synthesizing images stereograms photomosaics and fractals The second part of the book introduces computer programming using an open source version of the easy to learn Python language It covers the basics of image analysis and pattern recognition including edge detection convolution thresholding contour representation and K nearest neighbor classification A chapter on computational photography explores such subjects as high dynamic range imaging autofocus and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene Applications described include the design and implementation of an image based game The PixelMath software provides a transparent view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image PixelMath provides three interfaces the pixel calculator the formula page an advanced extension of the calculator and the Python window

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