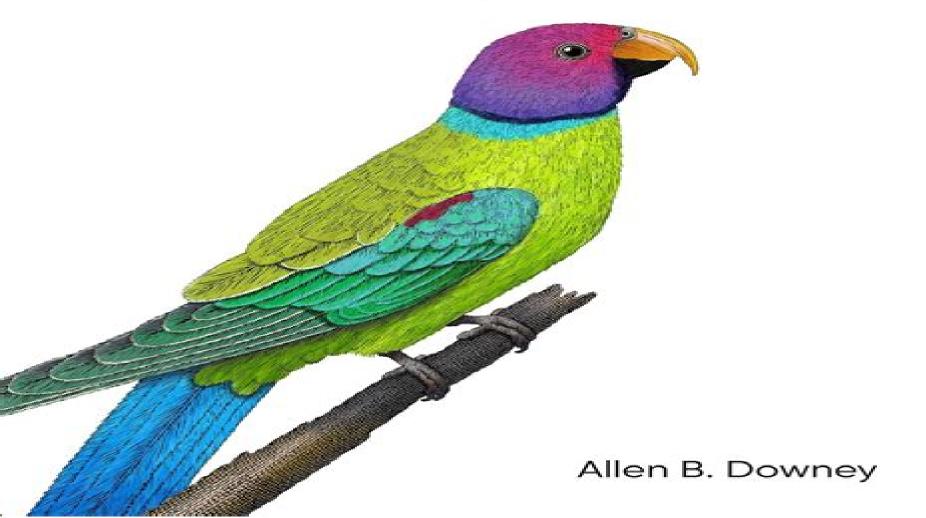




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Ben Lauwens, Allen B. Downey

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book includes a wide range of exercises from short examples to substantial projects so that students have ample opportunity to practice each new concept Think Python Allen Downey, 2009 Python for Software Design is a concise introduction to software design using the Python programming language Intended for people with no programming experience this book starts with the most basic concepts and gradually adds new material Some of the ideas students find most challenging like recursion and object oriented programming are divided into a sequence of smaller steps and introduced over the course of several chapters 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 Exercise solutions and code examples are available from thinkpython com along with Swampy a suite of Python programs that is used in some of the exercises Published under the terms of the GNU Free Documentation License Money raised from the sale of this book supports the development of free software and documentation How to Think Like a Computer Scientist Peter Wentworth, Jeffrey Elkner, Allen Downey, Chris Meyers, 2012 **How to Think Like a Computer Scientist** Allen Downey, Jeffrey Elkner, Chris Meyers, 2009 How to Think Like a Computer Scientist Learning with Python is an introduction to computer science using the Python programming language It covers the basics of computer programming including variables and values functions conditionals and control flow program development and debugging Later chapters cover basic algorithms and data structures Published under the terms of the GNU Free Documentation License Money raised from the sale of this book supports the development of free software and documentation Think Python Allen Downey, 2024-05-24 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 Think Python Allen B. Downey, 2012-08-09 If you want to learn how to program working with Python is an excellent more way to start This hands on guide takes you through the language one step at a time beginning with basic programming concepts before moving on to functions recursion data structures and object oriented design 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 Start

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recursion and object oriented programming are divided into a sequence of smaller steps and introduced over the course of several chapters 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 practise each new concept Exercise solutions and code examples are available from thinkpython com along with Swampy a suite of Python programs that is used in some of the exercises Servitization and Physical Asset Management Michael John Provost, 2018-12-31 Servitization and Physical Asset Management third edition was developed to provide a structured source of guidance and reference information on the business opportunities linked to servitization and the management of physical assets A growing trend in the global economy servitization focuses on the actual deliverables of an asset from the perspective of the customer electricity instead of the power plant thrust instead of the engine mobility instead of a plane or a car The book offers high level overviews of how to servitized and manage assets from a variety of perspectives reviewing nearly 1 500 books magazine articles papers and presentations and websites Written by Michael J Provost Ph D and a subject matter expert in modeling simulation analysis and condition monitoring Servitization and Physical Asset Management third edition is an invaluable reference to those considering providing asset management services for the products they design and manufacture It is also meant to support middle management wishing to know what needs to be done to look after the assets they are responsible for and who to approach for help and academics doing research in this field Michael Provost is a British engineer with a doctoral degree in thermal power from Cranfield University **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 dictionaries tuples arrays plotting using Matplotlib object oriented programming Suitable as a textbook for advanced undergraduates or postgraduates or as a reference for researchers and professionals Solutions manual code and additional examples are available for download IT & C, Volumul 4, Numărul 4, Decembrie 2025 Nicolae Sfetcu, 2025-11-01 Revista IT C este o publica ie trimestrial din domeniile tehnologiei informa iei i comunica ii i domenii conexe de studiu i practic Cuprins EDITORIAL EDITORIAL Nicolae SFETCU Technological Maturity and Human Lucidity Maturizare tehnologic i luciditate uman TEHNOLOGIA INFORMA IEI INFORMATION TECHNOLOGY Bogdan Alexandru FURDUESCU The Future of Blockchain Technology Viitorul tehnologiei blockchain Bogdan Alexandru FURDUESCU Human Potential and Performance in

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