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(The World Of Eric Carle)

The Greedy Python (The World Of Eric Carle)

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

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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

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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**

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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

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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.

An illustrated collection of poems by a variety of authors describing the peculiarities of pets and wild and domestic animals.

An adorable picture book full of sibilant sounds and other word play, Snakes on a Train is as fun for parents

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as it is for kids, and sure to be a read-aloud hit. The conductor takes the tickets as the snakes start crawling on. The tracks are checked, the whistle blows. It's time to move along.

Hisssssssssssss goes the sound of the train.

Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive

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explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best

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practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language

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processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or

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machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on

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Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer

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**vision Deep learning for text
and sequences Advanced
deep-learning best practices
Generative deep learning
Conclusions appendix A -
Installing Keras and its
dependencies on Ubuntu
appendix B - Running
Jupyter notebooks on an EC2
GPU instance
Practical Programming for
Total Beginners
Automate the Boring Stuff
with Python, 2nd Edition
Sally the Snake
They Eat Puppies, Don't
They?
Snakes Are Hunters
A Hands-On, Project-Based**

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Introduction to Programming

In this lap-sized board book by the beloved illustrator, a tortoise takes off his shell so that he can move faster but finds that he misses the protection it offers.

A comprehensive update of the leading algorithms text, with new material on matchings in bipartite graphs, online algorithms, machine learning, and other topics. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. It covers a broad range of algorithms in depth, yet makes their design and

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analysis accessible to all levels of readers, with self-contained chapters and algorithms in pseudocode. Since the publication of the first edition, Introduction to Algorithms has become the leading algorithms text in universities worldwide as well as the standard reference for professionals. This fourth edition has been updated throughout. New for the fourth edition • New chapters on matchings in bipartite graphs, online algorithms, and machine learning • New material on topics including solving recurrence equations, hash tables, potential functions, and suffix arrays • 140 new exercises and 22 new problems • Reader feedback–informed

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- improvements to old problems
- Clearer, more personal, and gender-neutral writing style
- Color added to improve visual presentation
- Notes, bibliography, and index updated to reflect developments in the field
- Website with new supplementary material

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

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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

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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.

A young boy encounters all sorts of cats while searching for the one he lost.

Have You Seen My Cat?

Classic Computer Science Problems
in Python

Algorithms For Dummies

Snakes on the Job

Eric Carle's Animals, Animals

Invent Your Own Computer Games

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with Python, 4E

Come and join Sally, a very hungry snake. Sally goes on an adventure to find food and makes some new friends along. Sally the Snake is a great rhyming story with a fun colouring activity at the back. This is the first series of Eric's animal books. About the author: Eric Wood is from Edinburgh, Scotland. He lives in Andes Mountain range of Peru, feeding street dogs. He likes to go on adventures though the mountains to see the Alpacas and llamas, whilst enjoying the beautiful views this magical place has to offer. He loves reading and would

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love to hear what you thought about his book.

A snake is too greedy for his own good in this book and CD package illustrated by children's book legend Eric Carle and narrated by award-winning actor Stanley Tucci. In this classic picture book from Richard Buckley and Eric Carle that includes a CD with audio narration by Stanley Tucci, a greedy python eats every creature he comes across in the jungle. From a tiny mouse to an enormous elephant, the eaten animals befriend one another in the belly of the snake, where they team up and kick the inside of the python

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until he spits them out. This humorous tale about manners, respect, and friendship will delight readers—and listeners! The young child begins to develop a reading vocabulary by matching simple words with corresponding drawings of ten familiar animals from Eric Carle's "The Very Quiet Cricket." On board pages. Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore

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it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You

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Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use

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deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given

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context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you

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***how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application. Real-World AI & Computer-Vision Projects Using Python, Keras & TensorFlow
Lap Edition
Deep Learning with Python
Introduction to Algorithms, fourth edition
Have You Seen My Cat?;
Walter the Baker; The Greedy Python; Rooster Is Off to See the World; Pancakes,***

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Pancakes!; A House for Hermit Crab

The Eric Carle Ready-to-Read Collection

Where is the sun? Follow it as it moves across the sky in this poetic Ready-to-Go! Ready-to-Read filled with Eric Carle's iconic art style. Perfect for kids at the beginning of their reading journeys, Where Is the Sun? was written for children who have learned the alphabet and are ready to start reading! And what better way to get kids excited than with a fun story with words they can actually read by the one and only Eric Carle? Each Ready-to-Go! Ready-to-Read includes a

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note to parents explaining what their child can expect, a guide at the beginning for readers to become familiar with the words they will encounter in the story, and reading comprehension questions at the end. Each Ready-to-Go! story contains about 100 words and features sight words, rhyming words, and repetition to help children reinforce their new reading skills. In this book, readers will learn thirteen sight words and six words from three word families. A stunningly witty exploration of the American landscape -- not to mention a brilliant comic's mind -- this diary is chock-full of

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everything you ever wanted to know about Eric Idle, Monty Python, America, and sleeping on a bus. In these pages, the sixth-nicest Python is cheeky, touching, and funny when recounting the riotous tales of his beginnings, his affectionate reminiscences of his fellow Pythons, traveling the world, and taking us backstage at the smash Broadway hit Spamalot. Fascinating, moving, at times even amusing, this book will dramatically improve your sex life, will make you feel intelligent and charming within the first several pages, and after a few chapters, will permanently

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eliminate all your personal or health problems. So come experience eighty days, 15,750 miles, and forty-nine cities as you never have before!

** Totaling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an*

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*arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress' well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He's also author of the popular online guide, Instant Python Hacking (<http://www.hetland.org>), from which both Practical Python and Beginning Python are based. "Highly recommended to everyone interested in deepening their understanding of Python and practical computer science." —Daniel Kenney-Jung, MD, University of Minnesota Key Features Master formal techniques taught in college*

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computer science classes
Connect computer science theory
to real-world applications, data,
and performance Prepare for
programmer interviews
Recognize the core ideas behind
most “new” challenges Covers
Python 3.7 Purchase of the print
book includes a free eBook in
PDF, Kindle, and ePub formats
from Manning Publications.
About The Book Programming
problems that seem new or
unique are usually rooted in well-
known engineering principles.
Classic Computer Science
Problems in Python guides you
through time-tested scenarios,
exercises, and algorithms that

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will prepare you for the “new” problems you’ll face when you start your next project. In this amazing book, you’ll tackle dozens of coding challenges, ranging from simple tasks like binary search algorithms to clustering data using k-means. As you work through examples for web development, machine learning, and more, you’ll remember important things you’ve forgotten and discover classic solutions that will save you hours of time. What You Will Learn Search algorithms Common techniques for graphs Neural networks Genetic algorithms Adversarial search

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Uses type hints throughout This Book Is Written For For intermediate Python programmers. About The Author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. He is the author of Dart for Absolute Beginners (Apress, 2014), Classic Computer Science Problems in Swift (Manning, 2018), and Classic Computer Science Problems in Java (Manning, 2020) Table of Contents Small problems Search problems Constraint-satisfaction problems Graph problems Genetic algorithms K-means

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*clustering Fairly simple neural
networks Adversarial search
Miscellaneous problems
Software by Numbers
Reinforcement Learning, second
edition
The Eric Carle Library
Have You Seen My Cat?; The
Greedy Python; Pancakes,
Pancakes!; Rooster Is Off to See
the World; A House for Hermit
Crab; Walter the Baker
Folktales Told Around the World
Practical Deep Learning for
Cloud, Mobile, and Edge
**- Opens the black box of
methodologies and
demonstrates that software
development is fundamentally***

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a value creation process - Covers new and radical approaches to software development that respond to business demands for shorter investment periods and increased agility - Provides software engineers tools for understanding enterprise-level value creation and managing financial objectives

A sweet story about being heard that's sure to become a bedtime favourite. Seth slithers out of his hole and tries to say his first word, but all that comes out is 'Shhh'. His mother encourages Seth to try again, but no luck. All he

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can say is 'Shhh'! The jungle animals who have gathered to hear Seth's first word erupt into giggles and fits of laughter. Whoever heard of a snake that said shhh? The grumpy leopard then tells the other animals that they need to decide on a present to give Seth. The animals shout out suggestions from a toothbrush to leaves. But none of them can agree. Their shouting escalates until Seth cannot take any more. He loudly says 'SHHHHH!' The jungle animals then realize that the best gift for Seth would be some peace and quiet. QED's Storytime

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series is going from strength to strength and has recently had several titles read on CBeebies Bedtime Stories. These charming books combine colourful illustrations with heartwarming narrative, each with its own unique message for young children. MINE! That's what the very greed bee says to anyone who asks him to share. While all the other bees work hard to clean the hive and make honey, the very greedy bee spends all of his time gobbling pollen and guzzling nectar. One day he finds a meadow full of flowers and decides not

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to tell anyone. He spends the entire day buzzing from flower to flower until...THUMP. The very greedy bee is so full that he cannot fly! It's getting dark and he doesn't know how to get home unless he flies. With the help of some new found friends the very greedy bee is able to return to his hive and has learned that it's best to work with others and share what you have.

Whether you're a software engineer aspiring to enter the world of deep learning, a veteran data scientist, or a hobbyist with a simple dream of making the next viral AI

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app, you might have wondered where to begin. This step-by-step guide teaches you how to build practical deep learning applications for the cloud, mobile, browsers, and edge devices using a hands-on approach. Relying on years of industry experience transforming deep learning research into award-winning applications, Anirudh Koul, Siddha Ganju, and Meher Kasam guide you through the process of converting an idea into something that people in the real world can use. Train, tune, and deploy computer vision models with Keras,

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TensorFlow, Core ML, and TensorFlow Lite Develop AI for a range of devices including Raspberry Pi, Jetson Nano, and Google Coral Explore fun projects, from Silicon Valley's Not Hotdog app to 40+ industry case studies Simulate an autonomous car in a video game environment and build a miniature version with reinforcement learning Use transfer learning to train models in minutes Discover 50+ practical tips for maximizing model accuracy and speed, debugging, and scaling to millions of users Around the Farm

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Snakes on a Train Around the States in 80 Days The Greedy Python From Novice to Professional Storytime: the Snake Who Says Shhh...

Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how

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to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine

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learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and

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methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem.

Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today! What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse

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domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students

Silliness takes center stage in this laugh-out-loud book from the creator of The Very Hungry Caterpillar?--now available as a board book Yes, there's something strange, something funny and even downright preposterous on every

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page of this book. But it's not a mistake - it's nonsense Nonsense lies at the heart of many beloved nursery rhymes. Children readily accept odd statements like "the cow jumped over the moon" and "the dish ran away with the spoon." This fanciful bending of reality is also basic to surrealism. In this book, nonsense and surrealism combine to spark creativity and imagination. What's true? What's impossible? What's absolutely absurd? From Eric Carle, creator of the classic, The Very Hungry Caterpillar, comes a book to make children laugh and think, preparing them for a lifetime of loving both words and art. Praise for The Nonsense

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*Show A TIME Magazine Top 10 Children's Book of 2015 * "Carle creates fun and laughter in this homage to the surrealist artist Ren Magritte. P]erfect for storytimes and silly times all round. Carle hits it out of the nonsense park "-Booklist, starred review * "A sure hit as a read-aloud and a definite purchase for picture book collections."-School Library Journal, starred review * "A picture book made to incite pleasure and joy."-Kirkus Reviews, starred review * " The Nonsense Show], with its cleanly designed white pages, makes the unexpected elements of the imagery stand out and prompts questions and*

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wonder."-Horn Book, starred review

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

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projects: a Space Invaders–inspired arcade game, data visualizations with Python’s super-handy 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

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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

Young reptile fans will be fascinated with the explanation of how snakes find and kill their prey. Poisonous snake enthusiasts will be delighted with two pages about rattlesnakes in this simple and readable explanation of an inherently interesting subject.

Book & CD

Beginning Python

Practical Machine Learning with Python

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The Nonsense Show

Python Crash Course

*The Mixed-Up Chameleon; Do You
Want to Be My Friend?; The Secret
Birthday Message*

Six favorites from Eric Carle are available in this Ready-to-Read boxed set! This convenient Ready-to-Read carry-along boxed set of six beloved Eric Carle classics includes paperback editions of Have You Seen My Cat?; The Greedy Python; Pancakes, Pancakes!; Rooster is Off to See the World; A House for Hermit Crab; and Walter the Baker. Each story is filled with Eric Carle's trademark collage-style illustrations that have made him one of America's most beloved artists.

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Parents love Eric Carle as much as kids do, and these six books in a portable boxed set make a perfect gift!

Full of sibilant sounds and other wordplay, Kathryn Dennis's picture book, *Snakes on the Job*, is a sssssweet story that's sure to be a read-aloud hit. Off to work the snakes will go. They slide into trucks and roll out slow. Hissssssh goes the sound of the brakes. The busy snakes are back! This time, they are operating a variety of construction vehicles—bulldozers, diggers, backhoes and more—and what they are building is a surprise. It's so fun, that new friends want to join them!

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Eric Carle fans will adore this value pack filled with six Ready-to-Read books for the price of four! For an added bonus, take a peek inside for tips to help your child become a reading star! These early readers feature simple text and trademark collage-style illustrations from beloved author Eric Carle! Plus, check the inside of the packaging for a bonus set of tips to help your reading star soar to new heights. Included in this Ready-to-Read value pack are: Have You Seen My Cat? The Greedy Python Walter the Baker Rooster Is Off to See the World Pancakes, Pancakes! A House for Hermit Crab
A hungry python tries to swallow

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every animal that he sees in the
jungle. On board pages.

A Very Simple Introduction to the
Terrifyingly Beautiful World of
Computers and Code

A Problem-Solver's Guide to
Building Real-World Intelligent
Systems

Artificial Intelligence with Python

Learn Python 3 the Hard Way

Where Is the Sun?

An Introduction

***Eric Carle's bright, energetic
picture books continue to
intrigue children with their
timeless puzzles. In this gift
package, three classic board
books are each shrink-
wrapped for children to read
and wonder where the***

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birthday message will lead. In an attempt to gain Congressional approval for a top secret weapons system, Washington lobbyist "Bird" McIntyre and sexy Neo-Con wonkette Angel Templeton start a rumour that the Chinese secret service is trying to assassinate the Dalai Lama. Their outrageous scheme provokes a series of crises involving the White House, the CIA, and a strangely sympathetic and vulnerable Chinese president, with both countries veering perilously towards war. Buckley has drawn his most convincing and outrageous characters to date: Bird, failed novelist of amusingly

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awful Clancy-esque thrillers; Angel, combination Anne Coulter and Ayn Rand; Bird's demanding, equestrian wife, Myndi; Bewks, his feckless but endearing Civil War reenactor brother; the mild-mannered Chinese President Fa and his devoted aide Gang, manoeuvring desperately against sinister Politburo hard-liners Minister Lo and General Han. Blending the skewering genius of Thank You For Smoking with Dr. Strangelove's dark comedy, They Eat Puppies Don't They? has something to offend -- and amuse -- everyone. Praise for Christopher Buckley: "One of the funniest writers in the English language." Tom

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**Wolfe. "A Benchley with WordPerfect." John Updike.
"An effervescent joy." Joseph Heller.**

Discover how algorithms shape and impact our digital world All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can understand how important they are business and scientific decision

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making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python!

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Become well-versed in the major areas comprising algorithms Examine the incredible history behind algorithms Get familiar with real-world applications of problem-solving procedures Experience hands-on development of an algorithm from start to finish with Python If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and business.

The classic tale of a greedy snake, with illustrations by

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Eric Carle, is now available in an oversize board book edition! In this humorous story about manners, respect, and friendship, a greedy python eats every creature he comes across in the jungle. From a tiny mouse to an enormous elephant, the devoured animals eventually befriend one another in the belly of the snake, where they team up and kick the inside of the python until he spits them out. Rather than learning his lesson, the python sticks to his greedy ways. When he spots his own tail and mistakes it for food, he swallows himself and...disappears! This oversize board book edition of

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a favorite story, whimsically illustrated by Eric Carle, features a refreshed cover design. Children and adults alike adore this hilarious tale of a snake too greedy for his own good!

***Low-Risk, High-Return
Development***

***Kids Rhyming Activity Book
Eric Carle Ready-to-Read
Value Pack***

***The Foolish Tortoise
Data Structures and
Algorithms in Python***

The Greedy Bastard Diary

A tortoise realizes the need for a shell after several scary encounters.

The Greedy PythonLap EditionLittle Simon

Based on the authors market leading data structures books in Java

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and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

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,

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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

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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 Very Quiet Cricket's Favorite
Words
The Very Greedy Bee

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All the selections in Richard M. Dorson's *Folktales Told around the World* were recorded by expert collectors, and the majority of them are published here for the first time. The tales presented are told in Africa, Asia, the Middle East, Europe, North and South America, and Oceania. Unlike other collections derived in large part from literary texts, this volume meets the criteria of professional folklorists in assembling only authentic examples of folktales as they were orally told. Background information, notes on the narrators, and scholarly commentaries are provided to establish the folkloric character

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of the tales.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second

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edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new

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sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning. Put on your overalls and have a stroll Around The Farm in this amazing sound book! Your little

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one can press 30 different sound buttons while they read to bring the amazing art stylings of Eric Carle to life!