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book offers an initial introduction to programming for scientific and computational applications using the Python programming language. The presentation style is compact and example-based, making it suitable for students and

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researchers with  
Python On IBM I  
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little or no prior  
experience in

programming. The  
book uses relevant  
examples from  
mathematics and  
the natural  
sciences to present  
programming as a  
practical toolbox  
that can quickly  
enable readers to  
write their own

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programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using NumPy for numerical computations, which are fundamental building blocks of

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all programs in data science and computational science. At the same time, readers are introduced to the fundamental concepts of programming, including variables, functions, loops, classes, and object-oriented programming.

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Accordingly, the book provides a sound basis for further computer science and programming studies.

Python for Everybody is designed to introduce students to programming and software development

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through the lens of  
exploring data. You  
can think of the

Python

programming

language as your

tool to solve data

problems that are

beyond the

capability of a

spreadsheet. Python

is an easy to use

and easy to learn

programming

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language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The



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earlier Python 2  
version of this book  
is titled "Python for  
Informatics:

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Information". There  
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nlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course. Getting Started with Python Understand key data structures and use Python in

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object-oriented  
programmingPackt  
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The Hitchhiker's  
Guide to Python  
takes the  
journeyman  
Pythonista to true  
expertise. More  
than any other  
language, Python  
was created with  
the philosophy of  
simplicity and

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parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively

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written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier

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Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to

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using Python  
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step by step  
guide, which will  
provide you with a  
thorough

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fundamental

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concepts such as

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structures.

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algorithms, as well  
as their analysis,  
in a clear, visual  
manner. Who This  
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developers. A

basic knowledge  
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understanding of  
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structures. Build  
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science. Write  
efficient robust  
code. In Detail  
Data structures  
allow you to

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organize data in a particular way efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. In this book, you will learn the essential Python data structures

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and the most common algorithms. With this easy-to-read book, you will be able to understand the power of linked lists, double linked lists, and circular linked lists. You will be able to



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create complex data structures such as graphs, stacks and queues. We will explore the application of binary searches and binary search trees. You will learn the common techniques and

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structures used in tasks such as preprocessing, modeling, and transforming data.

We will also discuss how to organize your code in a manageable, consistent, and extendable way.

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The book will explore in detail sorting algorithms such as bubble sort, selection sort, insertion sort, and merge sort. By the end of the book, you will learn how to build components that are easy to

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understand,  
debug, and use in  
different

applications. Style  
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with its fast-paced  
nature will  
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programmers and

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improve the  
performance of  
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for beginners on  
the fundamentals  
of computer  
programming  
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Python is an ideal

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language for  
solving problems,  
especially in Linux  
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book,  
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review various  
tasks that often  
occur in the  
management of

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these systems,  
and learn how  
Python can

provide a more  
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multiple Unix

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allows readers  
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troublesome  
syntax that can  
be challenging  
for novices.*

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knowledge  
acquired using  
Python,*

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confidence in  
their skills  
and learn to  
recognize the  
logic behind  
developing high-  
quality  
programs.*

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discusses  
control*

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*objects and*  
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*the concepts  
and objectives  
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exercises and  
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feedback, MyLab  
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improves the  
programming  
competence of*



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students who  
often struggle  
with the basic  
concepts of  
programming  
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also learn some  
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features that  
recently have  
become more  
common in  
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*built-in object  
types such as  
numbers, lists,  
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dictionaries  
Create and  
process objects  
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statements, and  
learn Python's  
general syntax  
model Use  
functions to*

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*avoid code  
redundancy and  
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*for reuse*

*Organize*

*statements,*

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*into larger*

*components with*

*modules Dive*

*into classes:*

*Python's object-*

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descriptors,  
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and Unicode  
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BETWEEN NOVICE  
AND*

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You've*

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to write them •  
How to create  
classes in

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programming,  
and why they're  
used to*

*organize code*

*Toward the end  
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*you'll read a  
detailed source-  
code breakdown  
of two classic  
command-line  
games, the*



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*Tower of Hanoi  
(a logic  
puzzle) and  
Four-in-a-Row  
(a two-player  
tile-dropping  
game), and a  
breakdown of  
how their code  
follows the  
book's best  
practices.*

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*your skills by  
implementing  
the program  
yourself. Of  
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single book can  
make you a  
professional  
software  
developer. But  
Beyond the  
Basic Stuff  
with Python*

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*will get you  
further down  
that path and  
make you a  
better  
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you learn to  
write readable  
code that's  
easy to debug  
and perfectly  
Pythonic*

**Requirements:**

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Today, anyone  
in a scientific  
or technical  
discipline  
needs  
programming  
skills. Python  
is an ideal  
first  
programming  
language, and*

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Dondero have  
crafted an*

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*accessible, interdisciplinary  
introduction to  
programming in  
Python that  
emphasizes  
important and  
engaging  
applications,  
not toy  
problems. The  
authors supply  
the tools*

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*needed for  
students to  
learn that  
programming is  
a natural,  
satisfying, and  
creative  
experience.*

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driven guide  
focuses on  
Python's most  
useful features*

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and computer  
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elements of  
programming:  
variables,*



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statements,  
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*opportunities  
for creative  
practice*

*throughout. An  
extensive  
amount of  
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Pi and explore  
its features

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and debugging  
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lists,  
functions, and  
dictionaries  
Work with  
modules,  
classes, and  
methods Apply  
object-oriented  
development  
methods Create

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games using

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interfaces with  
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programming

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language  
Processing;  
thoroughly

updated

throughout. The  
visual arts are  
rapidly changing  
as media moves  
into the web,  
mobile devices,  
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architecture.

When designers  
and artists

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learn the basics  
of writing  
software, they  
develop a new  
form of literacy  
that enables  
them to create  
new media for  
the present, and  
to imagine  
future media  
that are beyond  
the capacities  
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software tools.

This book  
introduces this  
new literacy by  
teaching  
computer  
programming  
within the  
context of the  
visual arts. It  
offers a  
comprehensive  
reference and  
text for

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Processing ([www.processing.org](http://www.processing.org)),  
an open-source  
programming  
language that  
can be used by  
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artists,  
designers,  
architects,  
researchers, and  
anyone who wants  
to program  
images,

# Where To Download Getting Started With animation, and interactivity.

Written by

Processing's  
cofounders, the  
book offers a  
definitive  
reference for  
students and  
professionals.

Tutorial  
chapters make up  
the bulk of the  
book; advanced

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professional  
projects from  
such domains as  
animation,  
performance, and  
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discussed in  
interviews with  
their creators.

This second  
edition has been  
thoroughly  
updated. It is  
the first book

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to offer in-  
depth coverage  
of Processing  
2.0 and 3.0, and  
all examples  
have been  
updated for the  
new syntax.

Every chapter  
has been  
revised, and new  
chapters  
introduce new  
ways to work

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with data and  
geometry. New  
“synthesis”

chapters offer  
discussion and  
worked examples  
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modularity, and  
algorithms. New  
interviews have  
been added that  
cover a wider

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range of  
projects.

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chapters are now  
offered online  
so they can be  
updated to keep  
pace with  
technological  
developments in  
such fields as  
computer vision  
and electronics.

Interviews

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Sabiston,



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Jennifer  
Steinkamp, Jared  
Tarbell, Steph  
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easy to learn,  
powerful  
programming  
language. It has  
efficient high-  
level data  
structures and a  
simple but

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effective  
approach to  
object-oriented  
programming.

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syntax and  
dynamic typing,  
together with  
its interpreted  
nature, make it  
an ideal  
language for  
scripting and  
rapid

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application  
development in  
many areas on  
most platforms.

The Python  
interpreter and  
the extensive  
standard library  
are freely  
available in  
source or binary  
form for all  
major platforms  
from the Python

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Web site, <https://www.python.org/>, and may be

freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and

# Where To Download Getting Started With additional Python On Ibm I documentation.

The Python  
Gateway 400  
interpreter is  
easily extended  
with new  
functions and  
data types  
implemented in C  
or C++ (or other  
languages  
callable from  
C). Python is  
also suitable as

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an extension  
Python On Ibm I  
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language for  
customizable  
applications.

This tutorial

introduces the  
reader

informally to  
the basic

concepts and  
features of the  
python language  
and system. It  
helps to have a

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Python  
interpreter  
handy for hands-  
on experience,  
but all examples  
are self  
contained, so  
the tutorial can  
be read off-line  
as well. For a  
description of  
standard objects  
and modules, see  
library-index.

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reference-index  
gives a more  
formal definition  
of the language.  
To write  
extensions in C  
or C++, read  
extending-index  
and c-api-index.  
There are also  
several books  
covering Python  
in depth. This  
tutorial does



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not attempt to be comprehensive and cover every single feature, or even every commonly used feature.

Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the

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language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in `library-index`.

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also worth going  
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world of  
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intelligent apps  
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guide Enter the  
world of  
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Intelligence,  
explore it, and  
create your own  
applications  
Work through  
simple yet  
insightful

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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

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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

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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

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image

recognition,

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finance, and so

on. We will

explore various

real-world

scenarios in

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you'll learn

about various

algorithms that

can be used to

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how to develop

various building

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different

algorithms to

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possible

results, and

will understand

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add an

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application

that's based on

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we explain an  
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implement it,  
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introduced in Python 3  
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latest Python syntax  
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you all about abstract  
design patterns and  
how to implement  
them in Python 3 Who  
This Book Is For If  
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oriented programming  
techniques, or if you  
have basic Python  
skills and wish to learn  
in depth how and when  
to correctly apply  
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Python by creating**

**classes and defining  
methods Separate**

**related objects into a  
taxonomy of classes**

**and describe the  
properties and**

**behaviors of those**

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interface Extend class  
functionality using  
inheritance**

**Understand when to  
use object-oriented  
features, and more  
importantly when not  
to use them Discover  
what design patterns  
are and why they are  
different in Python  
Uncover the simplicity  
of unit testing and why**

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**it's so important in  
Python Grasp common  
concurrency**

**techniques and pitfalls  
in Python 3 Exploit  
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**programming in key  
Python technologies  
such as Kivy and**

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**programming**

**language to clearly**

**grasp key concepts**

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abstraction, and  
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answer – tough  
questions of your data  
with robust statistical  
models, built for a  
range of datasets Who  
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questions of your data,  
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science knowledge, this  
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learning models to ask  
different questions of  
your data Learn how  
to build neural  
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elegant Python code  
that will optimize the  
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data is critical to

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success, becoming one  
of the key strategies  
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key insights into your  
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capabilities as a  
language let you build  
sophisticated  
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perspectives and  
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that are vital for  
success. Python  
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Python is one of the  
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a way that focuses you  
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Code you'll learn  
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computationally  
and how to write  
code to make**

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language, you'll  
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step the core  
concepts of  
programming as  
well as many  
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won't just dump  
a boat load of  
theoretical  
information on  
you so you can  
"sink or  
swim"-instead  
you'll learn from  
hands-on,  
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has been done  
for you so you'll  
always know  
what to cover  
next and how to  
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learn this  
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this great book."**

**- Michael  
Kennedy, Talk  
Python "The  
wording is  
casual, easy to  
understand, and**

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**makes the  
information flow  
well." - Thomas**

**Wong, Pythonista**

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trying to teach  
myself. I slogged  
through dozens  
of incomplete  
online tutorials. I  
snoozed through  
hours of boring  
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**gave up on  
countless cruffy  
books from big-  
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language that's

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used in a wide  
variety of  
application  
domains. Some of  
its key  
distinguishing  
features include a  
very clear,  
readable syntax,  
strong  
introspection  
capabilities,

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intuitive object  
Python On Ibm I  
orientation, and  
Gateway 400  
natural expression  
of procedural code.  
Plus, Python  
features full  
modularity,  
supporting  
hierarchical  
packages,  
exception-based  
error handling, and

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modules easily  
written in C, C++,  
Java, R, or .NET  
languages, such as  
C#. In addition,  
Python supports a  
number of coding  
styles that include:  
functional,  
imperative, object-  
oriented, and  
procedural. Due to

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Inside, expert author John Paul

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recognition system  
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you'll grasp the

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basics of robotics  
and its functions,  
and understand the  
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understanding  
cooperative  
inheritance, you'll  
expertly raise,  
handle, and  
manipulate  
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will effortlessly  
integrate the object-  
oriented and not-so-  
object-oriented  
aspects of Python,

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and create  
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maintainable  
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understand the joy  
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and defining  
methods Design  
public interfaces

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***with the goal of  
helping the  
students to  
develop good  
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problem-solving  
techniques  
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methods and the  
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of applying logical  
and analytical*

*reasoning to study  
each component of  
data. Python is a  
multi-domain, high-  
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used as a scripting  
language because of  
its forgiving syntax  
and operability with a*

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*Python has powerful  
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will get you started  
with Python data*

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*analysis and show  
you what its  
advantages are. The  
book starts by  
introducing the  
principles of data  
analysis and  
supported libraries,  
along with NumPy  
basics for statistic and  
data processing. Next  
it provides an  
overview of the*

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*Pandas package and  
uses its powerful  
features to solve data  
processing problems.  
Moving on, the book  
takes you through a  
brief overview of the  
Matplotlib API and  
some common  
plotting functions for  
DataFrame such as  
plot. Next, it will  
teach you to*

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*manipulate the time  
and data structure,  
and load and store*

*data in a file or  
database using*

*Python packages. The  
book will also teach  
you how to apply*

*powerful packages in  
Python to process raw  
data into pure and  
helpful data using*

*examples. Finally, the*

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*book gives you a brief overview of machine learning algorithms, that is, applying data analysis results to make decisions or build helpful products, such as recommendations and predictions using scikit-learn. Style and approach This is an easy-to-follow, step-*



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*by-step guide to get  
you familiar with data  
analysis and the*

*libraries supported by  
Python. Topics are  
explained with real-  
world examples  
wherever required.*

*Create, deploy, and  
test your Python  
applications,  
analyses, and models  
with ease using*

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*Streamlit Key*

*Features Learn how to  
showcase machine*

*learning models in a  
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*efficiently Become an  
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*complex application*

*creation Discover how  
Streamlit enables you*

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*to create and deploy  
apps effortlessly*  
Python On Ibm J  
Book  
Gateway 400  
*Description Streamlit  
shortens the  
development time for  
the creation of data-  
focused web  
applications, allowing  
data scientists to  
create web app  
prototypes using  
Python in hours  
instead of days.*

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*Getting Started with  
Python On Ibm Jupyter  
Streamlit for Data*

*Science takes a hands-  
on approach to  
helping you learn the  
tips and tricks that  
will have you up and  
running with*

*Streamlit in no time.*

*You'll start with the  
fundamentals of  
Streamlit by creating  
a basic app and*

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*gradually build on the  
foundation by  
producing high-  
quality graphics with  
data visualization and  
testing machine  
learning models. As  
you advance through  
the chapters, you'll  
walk through  
practical examples of  
both personal data  
projects and work-*

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*related data-focused  
web applications, and  
get to grips with more  
challenging topics  
such as using  
Streamlit  
Components,  
beautifying your  
apps, and quick  
deployment of your  
new apps. By the end  
of this book, you'll be  
able to create*

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*dynamic web apps in  
Python On IBM I  
Streamlit quickly and  
Gateway 400  
effortlessly using the  
power of Python.*

*What you will  
learn Set up your first  
development  
environment and  
create a basic  
Streamlit app from  
scratch Explore  
methods for  
uploading,*

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*downloading, and  
manipulating data in  
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visualizations in  
Streamlit using built-  
in and imported  
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libraries Discover  
strategies for creating  
and deploying  
machine learning  
models in*



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*sidebar Implement*

*best practices for  
prototyping your data*

*science work with  
Streamlit Who this*

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*book is for This book  
is for data scientists  
and machine learning  
enthusiasts who want  
to create web apps  
using Streamlit.*

*Whether you're a  
junior data scientist  
looking to deploy  
your first machine  
learning project in  
Python to improve  
your resume or a*

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*senior data scientist*

*who wants to use*

*Streamlit to make*

*convincing and*

*dynamic data*

*analyses, this book*

*will help you get*

*there! Prior*

*knowledge of Python*

*programming will*

*assist with*

*understanding the*

*concepts covered.*

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*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*

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*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*

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*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*

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*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*

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*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,*



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*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*

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*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,*

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*and appendixes on  
Python On Ibm I  
Gateway 400*

*Learn to design and  
implement reliable  
Python applications  
on the Raspberry Pi  
using a range of  
external libraries, the  
Raspberry Pis GPIO  
port, and the camera  
module About This  
Book Learn the*

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*fundamentals of  
Python scripting and  
application  
programming Design  
user-friendly  
command-line and  
graphical user  
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step guide to learning  
Python programming  
with the Pi Who This  
Book Is For This  
book is designed for*

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*those who are  
unfamiliar with the  
art of Python*

*development and  
want to get to know  
their way round the  
language and the  
many additional  
libraries that allow  
you to get a full  
application up and  
running in no time.*

**What You Will Learn**

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*Fundamentals of  
Python applications  
Designing*

*applications for multi-  
threading Interacting  
with electronics and  
physical devices*

*Debugging  
applications when  
they go wrong*

*Packaging and  
installing Python  
modules User*

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*interface design using  
Qt Building easy to  
use command-line  
interfaces Connecting  
applications to the  
Internet In Detail  
The Raspberry Pi is  
one of the smallest  
and most affordable  
single board  
computers that has  
taken over the world  
of hobby electronics*

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*and programming,  
Python On Ibm I  
Gateway 400  
programming*

*language makes this  
the perfect platform  
to start coding with.*

*The book will start  
with a brief*

*introduction to*

*Raspberry Pi and*

*Python. We will direct  
you to the official*

*documentation that*



# Where To Download Getting Started With

*helps you set up your Raspberry Pi with the necessary equipment such as the monitor, keyboard, mouse, power supply, and so on. It will then dive right into the basics of Python*

*programming. Later, it will focus on other Python tasks, for instance, interfacing*

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*Started With  
with hardware, GUI  
Python On Ibm I  
programming, and  
Gateway 400  
more. Once you get  
well versed with the  
basic programming,  
the book will then  
teach you to develop  
Python/Raspberry Pi  
applications. By the  
end of this book, you  
will be able to develop  
Raspberry Pi  
applications with*

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*Python and will have  
good understanding  
of Python*

*programming for  
Raspberry Pi. Style  
and approach An  
easy-to-follow  
introduction to  
Python scripting and  
application  
development through  
clear conceptual  
explanations backed*

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*up by real-world  
examples on the  
Raspberry Pi.*

*Python for Unix and  
Linux System*

*Administration*

*The Hitchhiker's  
Guide to Python*

*Python 3 Object-  
oriented*

*Programming*

*Beginning*

*Programming with*

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Python On Ibm I  
Gateway 400  
*Create and deploy  
Streamlit web  
applications from  
scratch in Python  
Artificial Intelligence  
with Python*

Python is an  
interpreted, object-  
oriented, high-level  
programming  
language with  
dynamic

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Python's simple,  
easy to learn  
syntax emphasizes  
readability and  
therefore reduces  
the cost of  
program  
maintenance.  
Python supports  
modules and  
packages, which  
encourages  
program

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modularity and  
code reuse. Topics  
are discussed in  
this book: - The  
history of Python  
Language - The  
benefits of learning  
Python and the job  
market outlook  
when learning  
Python - Setting Up  
a Development  
Environment -  
Variables, Variable

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Types, Inputs,  
Python On IBM J  
String Formatting,  
Decision 400

Structures,  
Conditional  
Operators, Loops  
-Several  
Programming  
Examples to make  
sure you practice  
what you learn -  
String Formatting  
and Programming  
Concepts - Classes,



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Special Methods,  
Python On Ibm J  
© 2007  
Key Modules, and  
Common Errors -  
And a WHOLE lot  
more!

Ever since 2007  
with the explosion  
in the use of  
parallel hardware,  
the field of  
machine learning  
has become more  
exciting and more

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promising. It seems that the dream of true AI is finally just around the corner. Certainly, there are many companies that are starting to rely heavily on AI for their products. These include companies in search like Facebook, Google,

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as well as retailers and multimedia companies like Amazon and Netflix. But more recently many others in the health-care and cyber security industries are also interested in what AI and machine learning can do for them. Some of these

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technologies such  
Python On Ibm I  
as Tensorflow  
(which came about  
around 2015) are  
new and not widely  
understood. In this  
book I hope to  
provide basic  
discussions of  
machine learning  
and in particular  
deep learning to  
help readers to  
quickly get started

## Where To Download Getting

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in using these  
Python On Ibm J  
technologies. The  
book is not a  
comprehensive  
survey on deep  
learning. There are  
many topics I do  
not cover here as  
too much material  
can be  
overwhelming to  
the un-initiated.  
There are many  
good books that

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cover all the theory in depth and I will mention some of them in the book. Instead, the goal in this book is to help people new to deep learning to quickly get started with these concepts using python and Tensorflow.

Therefore, a lot of detail is spent on

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helping the reader  
to write his or her  
first deep network  
classifier.

Additionally, I will  
try to connect  
several elements in  
machine learning  
which I think are  
related and are  
very important for  
data analysis and  
automatic  
classification. In

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python and I will  
try to present all  
examples using  
this great  
language. I will also  
use the more  
common libraries  
and the Linux  
development  
environment. Many  
people use SKlearn  
and I have  
therefore tried to



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use this library in the Tensorflow examples so that the focus is mainly on creating the deep layer network architectures.

A Learner's Guide  
to Coding and  
Computational  
Thinking  
Best Practices for  
Writing Clean Code  
Getting Started

Where To  
Download Getting  
Started With  
with Processing.py  
Python On IBM I  
Release 3. 6. 6rc1  
Understand key  
data structures and  
use Python in  
object-oriented  
programming  
Getting Started  
with Python