

Guida Alla Programmazione Con PYTHON Corso Completo Per Imparare A Programmare In Poco Tempo

Java(tm)2: A Beginner's Guide Herbert Schildt 2002-12-16

Bestselling author and programming guru Herb Schildt brings you Java 2 essentials in this newly updated introductory guide. Covering the latest I/O classes and features, this book teaches you Java 2 fundamentals through hands-on projects, end-of-module reviews, annotated code samples, and Q&A sections.

Mindstorms Seymour A Papert 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Advanced Bash Scripting Guide Mendel Cooper

C Programming k. N. King 2017-07-13 C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

Keras 2.x Projects Giuseppe Ciaburro 2018-12-31 Demonstrate fundamentals of Deep Learning and neural network methodologies using Keras 2.x Key Features Experimental projects showcasing the implementation of high-performance deep learning models with Keras. Use-cases across reinforcement learning, natural language processing, GANs and computer vision. Build strong fundamentals of Keras in the area of deep learning and artificial intelligence. Book Description Keras 2.x Projects explains how to leverage the power of Keras to build and train state-of-the-art deep learning models through a series of practical projects that look at a range of real-world application areas. To begin with, you will quickly set up a deep learning environment by installing the Keras library. Through each of the projects, you will explore and learn the advanced concepts of deep learning and will learn how to compute and run your deep learning models using the advanced offerings of Keras. You will train fully-connected multilayer networks, convolutional neural

networks, recurrent neural networks, autoencoders and generative adversarial networks using real-world training datasets. The projects you will undertake are all based on real-world scenarios of all complexity levels, covering topics such as language recognition, stock volatility, energy consumption prediction, faster object classification for self-driving vehicles, and more. By the end of this book, you will be well versed with deep learning and its implementation with Keras. You will have all the knowledge you need to train your own deep learning models to solve different kinds of problems. What you will learn

Apply regression methods to your data and understand how the regression algorithm works

Understand the basic concepts of classification methods and how to implement them in the Keras environment

Import and organize data for neural network classification analysis

Learn about the role of rectified linear units in the Keras network architecture

Implement a recurrent neural network to classify the sentiment of sentences from movie reviews

Set the embedding layer and the tensor sizes of a network

Who this book is for

If you are a data scientist, machine learning engineer, deep learning practitioner or an AI engineer who wants to build speedy intelligent applications with minimal lines of codes, then this book is the best fit for you. Sound knowledge of machine learning and basic familiarity with Keras library would be useful.

[Python Cookbook](#) Alex Martelli 2005-03-18 Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. It is now being used by an increasing number of major organizations, including NASA and Google. Updated for Python 2.4, *The Python Cookbook, 2nd Edition* offers a wealth of useful code for all Python programmers, not just advanced practitioners. Like its predecessor, the new edition provides solutions to problems that Python programmers face everyday. It now includes over 200 recipes that range from

simple tasks, such as working with dictionaries and list comprehensions, to complex tasks, such as monitoring a network and building a templating system. This revised version also includes new chapters on topics such as time, money, and metaprogramming. Here's a list of additional topics covered: Manipulating text Searching and sorting Working with files and the filesystem Object-oriented programming Dealing with threads and processes System administration Interacting with databases Creating user interfaces Network and web programming Processing XML Distributed programming Debugging and testing

Another advantage of *The Python Cookbook, 2nd Edition* is its trio of authors—three well-known Python programming experts, who are highly visible on email lists and in newsgroups, and speak often at Python conferences. With scores of practical examples and pertinent background information, *The Python Cookbook, 2nd Edition* is the one source you need if you're looking to build efficient, flexible, scalable, and well-integrated systems.

Learn Python 3 the Hard Way Zed A. Shaw 2017-06-26 You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented

programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Beyond the Basic Stuff with Python Al Sweigart 2020-12-16

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL

You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, Automate the Boring Stuff with Python.

What's the next step toward becoming a capable, confident software developer? Welcome to Beyond the Basic Stuff with Python. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn: Coding style, and how to use Python's Black auto-formatting tool for cleaner code Common sources of bugs, and how to detect them with static analyzers How to structure the files in your code projects with the Cookiecutter template tool Functional programming techniques like lambda and higher-order functions How to profile the speed of your code with Python's built-in timeit

and cProfile modules The computer science behind Big-O algorithm analysis How to make your comments and docstrings informative, and how often to write them How to create classes in object-oriented programming, and why they're used to organize code Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the 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. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But Beyond the Basic Stuff with Python will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic Requirements: Covers Python 3.6 and higher

Getting Started with Processing.py Allison Parrish 2016-05-11 Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. 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 using Python's Processing mode.

JavaScript and jQuery Jon Ducket 2014-07-21 A visual and accessible guide to JavaScript and jQuery in a built-to-last hardcover edition In JavaScript & jQuery renowned author Jon Ducket discards the traditional programming book template and approaches writing code in a more relevant, less intimidating way. Full-color and packed with instructional graphics and photos, his books have gained a loyal following by illustrating programming in a way both instructive for newcomers and invaluable for seasoned coders. By discussing JavaScript and jQuery in a single text, Ducket ensures you will quickly be

writing your own working scripts. Yet the book doesn't assume you have experience in either JavaScript or jQuery. By making use of popular jQuery plugins, Duckett illustrates techniques that would require pages upon pages of detailed explanation if you were being taught to create the plugins yourself. This durable and attractive hardcover edition is a book you will have open on your desk as a reference for years to come. A timeless and lasting version of a classic "Duckett" book in a hardbound, dust-jacketed edition Completely accessible to those who feel intimidated by the subject matter and relevant to all front-end designers and developers who need to understand JavaScript Discusses applying responsive design techniques, leveraging APIs to save you time and work in coding, and identifying when to use CSS transforms over pure JavaScript Beautiful 4-color illustrations and examples make this a terrific academic resource for those of all experience levels JavaScript & jQuery clearly explains the jargon of programming, addressing the vocabulary without making it a prerequisite for readers. Duckett speaks directly to readers, making this an invaluable resource. This book is also available as a set, Web Design with HTML, CSS, JavaScript and jQuery Set 978119038634 along with HTML and CSS Design and Build Websites 9781118871645.

Thinking In C++ (2Nd Edition) MAHAPATRA P B 2000

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.

Killer Game Programming in Java Andrew Davison 2005-05-20 Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create

powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers. Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects. Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

Eloquent JavaScript Marijn Haverbeke 2011 Provides information and examples on writing JavaScript code, covering such topics as syntax, control, data, regular expressions, and scripting.

Keras Reinforcement Learning Projects Giuseppe Ciaburro 2018-09-28 A practical guide to mastering reinforcement learning algorithms using Keras Key Features Build projects across robotics, gaming, and finance fields, putting reinforcement learning (RL) into action Get to grips with Keras and practice on real-world unstructured datasets Uncover advanced deep learning algorithms such as Monte Carlo, Markov Decision, and Q-learning Book Description Reinforcement learning has evolved

a lot in the last couple of years and proven to be a successful technique in building smart and intelligent AI networks. Keras Reinforcement Learning Projects installs human-level performance into your applications using algorithms and techniques of reinforcement learning, coupled with Keras, a faster experimental library. The book begins with getting you up and running with the concepts of reinforcement learning using Keras. You'll learn how to simulate a random walk using Markov chains and select the best portfolio using dynamic programming (DP) and Python. You'll also explore projects such as forecasting stock prices using Monte Carlo methods, delivering vehicle routing application using Temporal Distance (TD) learning algorithms, and balancing a Rotating Mechanical System using Markov decision processes. Once you've understood the basics, you'll move on to Modeling of a Segway, running a robot control system using deep reinforcement learning, and building a handwritten digit recognition model in Python using an image dataset. Finally, you'll excel in playing the board game Go with the help of Q-Learning and reinforcement learning algorithms. By the end of this book, you'll not only have developed hands-on training on concepts, algorithms, and techniques of reinforcement learning but also be all set to explore the world of AI. What you will learn Practice the Markov decision process in prediction and betting evaluations Implement Monte Carlo methods to forecast environment behaviors Explore TD learning algorithms to manage warehouse operations Construct a Deep Q-Network using Python and Keras to control robot movements Apply reinforcement concepts to build a handwritten digit recognition model using an image dataset Address a game theory problem using Q-Learning and OpenAI Gym Who this book is for Keras Reinforcement Learning Projects is for you if you are data scientist, machine learning developer, or AI engineer who wants to understand the fundamentals of reinforcement learning by developing practical projects. Sound knowledge of machine learning and basic

familiarity with Keras is useful to get the most out of this book
The Art of UNIX Programming Eric S. Raymond 2003-09-23 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Turtle Geometry Harold Abelson 1986-07-09 Turtle Geometry presents an innovative program of mathematical discovery that demonstrates how the effective use of personal computers can profoundly change the nature of a student's contact with mathematics. Using this book and a few simple computer programs, students can explore the properties of space by following an imaginary turtle across the screen. The concept of turtle geometry grew out of the Logo Group at MIT. Directed by Seymour Papert, author of *Mindstorms*, this group has done extensive work with preschool children, high school students and university undergraduates.

[Free as in Freedom \[Paperback\]](#) Sam Williams 2011-11-30 Chronicles the life of the computer programmer, known for the launch of the operating system GNU Project, from his childhood as a gifted student to his crusade for free software.

[Arduino For Dummies](#) John Nussey 2013-04-29 The quick, easy way to leap into the fascinating world of physical computing This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the

real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain English, to learn of how they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! ? Become an Arduino savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world It's hardware, it's software, it's fun! Start building the next cool gizmo with Arduino and Arduino For Dummies.

Artificial Intelligence For Dummies John Paul Mueller
2018-04-17 Step into the future with AI The term "Artificial Intelligence" has been around since the 1950s, but a lot has changed since then. Today, AI is referenced in the news, books, movies, and TV shows, and the exact definition is often misinterpreted. *Artificial Intelligence For Dummies* provides a clear introduction to AI and how it's being used today. Inside, you'll get a clear overview of the technology, the common misconceptions surrounding it, and a fascinating look at its applications in everything from self-driving cars and drones to its contributions in the medical field. Learn about what AI has contributed to society Explore uses for AI in computer applications Discover the limits of what AI can do Find out about the history of AI The world of AI is fascinating—and this hands-on

guide makes it more accessible than ever!

Exploratory Data Analysis with R Roger Peng 2012-04-19 This book covers the essential exploratory techniques for summarizing data with R. These techniques are typically applied before formal modeling commences and can help inform the development of more complex statistical models. Exploratory techniques are also important for eliminating or sharpening potential hypotheses about the world that can be addressed by the data you have. We will cover in detail the plotting systems in R as well as some of the basic principles of constructing informative data graphics. We will also cover some of the common multivariate statistical techniques used to visualize high-dimensional data. Some of the topics we cover are making exploratory graphs, principles of analytic graphics, plotting systems and graphics devices in R, the base and ggplot2 plotting systems in R, clustering methods, and dimension reduction techniques. (Quelle: buchcover).

C++ Primer Stanley B. Lippman 2012-08-06 Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn

how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming. Learn through examples that illuminate today's best coding styles and program design techniques. Understand the "rationale behind the rules": why C++11 works as it does. Use the extensive crossreferences to help you connect related concepts and insights. Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned. Access the source code for the extended examples from informit.com/title/0321714113. C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

[Regression Analysis with R](#) Giuseppe Ciaburro 2018-01-31 Build effective regression models in R to extract valuable insights from real data. Key Features: Implement different regression analysis techniques to solve common problems in data science - from data exploration to dealing with missing values. From Simple Linear Regression to Logistic Regression - this book covers all regression techniques and their implementation in R. A complete guide to building effective regression models in R and interpreting results from them to make valuable predictions. Book Description: Regression analysis is a statistical process which enables prediction of relationships between variables. The predictions are based on the casual effect of one variable upon another. Regression techniques for modeling and analyzing are employed on large set of data in order to reveal hidden relationship among the variables. This book will give you a rundown explaining what regression analysis is, explaining you the process from scratch. The first few chapters give an understanding of what the different types of learning are - supervised and unsupervised, how these learnings differ from each other. We then move to covering the

supervised learning in details covering the various aspects of regression analysis. The outline of chapters are arranged in a way that gives a feel of all the steps covered in a data science process - loading the training dataset, handling missing values, EDA on the dataset, transformations and feature engineering, model building, assessing the model fitting and performance, and finally making predictions on unseen datasets. Each chapter starts with explaining the theoretical concepts and once the reader gets comfortable with the theory, we move to the practical examples to support the understanding. The practical examples are illustrated using R code including the different packages in R such as R Stats, Caret and so on. Each chapter is a mix of theory and practical examples. By the end of this book you will know all the concepts and pain-points related to regression analysis, and you will be able to implement your learning in your projects. What you will learn

Get started with the journey of data science using Simple linear regression Deal with interaction, collinearity and other problems using multiple linear regression Understand diagnostics and what to do if the assumptions fail with proper analysis Load your dataset, treat missing values, and plot relationships with exploratory data analysis Develop a perfect model keeping overfitting, under-fitting, and cross-validation into consideration Deal with classification problems by applying Logistic regression Explore other regression techniques - Decision trees, Bagging, and Boosting techniques Learn by getting it all in action with the help of a real world case study.

Who this book is for This book is intended for budding data scientists and data analysts who want to implement regression analysis techniques using R. If you are interested in statistics, data science, machine learning and wants to get an easy introduction to the topic, then this book is what you need! Basic understanding of statistics and math will help you to get the most out of the book. Some programming experience with R will also be helpful

Python for Everyone Cay S. Horstmann 2019-08-20 Introduction -- Programming with numbers and strings -- Decisions -- Loops -- Functions -- Lists -- Files and exceptions -- Sets and dictionaries -- Objects and classes -- Inheritance -- Recursion -- Sorting and searching.

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

Hands-On Reinforcement Learning with R Giuseppe Ciaburro 2019-12-17 Implement key reinforcement learning algorithms and techniques using different R packages such as the Markov chain, MDP toolbox, contextual, and OpenAI Gym Key Features Explore the design principles of reinforcement learning and deep reinforcement learning models Use dynamic programming to solve design issues related to building a self-learning system Learn how to systematically implement reinforcement learning algorithms Book Description Reinforcement learning (RL) is an

integral part of machine learning (ML), and is used to train algorithms. With this book, you'll learn how to implement reinforcement learning with R, exploring practical examples such as using tabular Q-learning to control robots. You'll begin by learning the basic RL concepts, covering the agent-environment interface, Markov Decision Processes (MDPs), and policy gradient methods. You'll then use R's libraries to develop a model based on Markov chains. You will also learn how to solve a multi-armed bandit problem using various R packages. By applying dynamic programming and Monte Carlo methods, you will also find the best policy to make predictions. As you progress, you'll use Temporal Difference (TD) learning for vehicle routing problem applications. Gradually, you'll apply the concepts you've learned to real-world problems, including fraud detection in finance, and TD learning for planning activities in the healthcare sector. You'll explore deep reinforcement learning using Keras, which uses the power of neural networks to increase RL's potential. Finally, you'll discover the scope of RL and explore the challenges in building and deploying machine learning models. By the end of this book, you'll be well-versed with RL and have the skills you need to efficiently implement it with R. What you will learn

- Understand how to use MDP to manage complex scenarios
- Solve classic reinforcement learning problems such as the multi-armed bandit model
- Use dynamic programming for optimal policy searching
- Adopt Monte Carlo methods for prediction
- Apply TD learning to search for the best path
- Use tabular Q-learning to control robots
- Handle environments using the OpenAI library to simulate real-world applications
- Develop deep Q-learning algorithms to improve model performance

Who this book is for
This book is for anyone who wants to learn about reinforcement learning with R from scratch. A solid understanding of R and basic knowledge of machine learning are necessary to grasp the topics covered in the book.

Guida Alla Programmazione Con Python Giuseppe Ciaburro

2015-09-11 Python è un linguaggio di programmazione orientato agli oggetti particolarmente indicato per tutti i tipi di sviluppo software. È facilmente integrabile con altri linguaggi e programmi, dispone di una estesa libreria standard e può essere imparato in pochi giorni. In questa guida sono affrontati tutti gli argomenti necessari per iniziare a programmare in Python, in maniera semplice ed immediata partendo da zero. Ricca di esempi ed esercizi la guida ci aiuta nel percorso di apprendimento di un nuovo linguaggio di programmazione senza la necessità di competenze preventive sull'argomento. Tra gli argomenti trattati: -Stringhe ed espressioni regolari -Array ed Hash -Strutture per il controllo del flusso -Classi, metodi, oggetti e moduli -Operazioni di ingresso/uscita -Gestione delle eccezioni -Database -Creare delle GUI con Python"

Secrets of the JavaScript Ninja John Resig 2013-01-17

Summary Secrets of the Javascript Ninja takes you on a journey towards mastering modern JavaScript development in three phases: design, construction, and maintenance. Written for JavaScript developers with intermediate-level skills, this book will give you the knowledge you need to create a cross-browser JavaScript library from the ground up. About this Book You can't always attack software head-on. Sometimes you come at it sideways or sneak up from behind. You need to master an arsenal of tools and know every stealthy trick. You have to be a ninja. Secrets of the JavaScript Ninja leads you down the pathway to JavaScript enlightenment. This unique book starts with key concepts, like the relationships between functions, objects, and closures, taught from the master's perspective. You'll grow from apprentice to ninja as you soak up fresh insights on the techniques you use every day and discover features and capabilities you never knew about. When you reach the final chapters, you'll be ready to code brilliant JavaScript applications and maybe even write your own libraries and frameworks. You don't have to be a ninja to read this book—just be willing

to become one. Are you ready? Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Functions, objects, closures, regular expressions, and more Seeing applications and libraries from the right perspective Dealing with the complexities of cross-browser development Modern JavaScript design About the Authors John Resig is an acknowledged JavaScript authority and the creator of the jQuery library. Bear Bibeault is a web developer and coauthor of Ajax in Practice, Prototype and Scriptaculous in Action, and jQuery in Action from Manning. Table of Contents PART 1 PREPARING FOR TRAINING Enter the ninja Arming with testing and debugging PART 2 APPRENTICE TRAINING Functions are fundamental Wielding functions Closing in on closures Object-orientation with prototypes Wrangling regular expressions Taming threads and timers PART 3 NINJA TRAINING Ninja alchemy: runtime code evaluation With statements Developing cross-browser strategies Cutting through attributes, properties, and CSS PART 4 MASTER TRAINING Surviving events Manipulating the DOM CSS selector engines

Automate the Boring Stuff with Python, 2nd Edition Al

Sweigart 2019-11-12 Learn how to code while you write programs that effortlessly perform useful feats of automation! The second edition of this international fan favorite includes a brand-new chapter on input validation, Gmail and Google Sheets automations, tips for updating CSV files, and more. If you've ever spent hours renaming files or updating spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? Automate the Boring Stuff with Python, 2nd Edition teaches even the technically uninclined how to write programs that do in minutes what would take hours to do by hand—no prior coding experience required! This new, fully revised edition of Al Sweigart's bestselling Pythonic classic, Automate the Boring Stuff with Python, covers all the basics of

Python 3 while exploring its rich library of modules for performing specific tasks, like scraping data off the Web, filling out forms, renaming files, organizing folders, sending email responses, and merging, splitting, or encrypting PDFs. There's also a brand-new chapter on input validation, tutorials on automating Gmail and Google Sheets, tips on automatically updating CSV files, and other recent feats of automations that improve your efficiency. Detailed, step-by-step instructions walk you through each program, allowing you to create useful tools as you build out your programming skills, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Boring tasks no longer have to take to get through—and neither does learning Python!

Artificial Intelligence: The Basics Kevin Warwick 2013-03-01 'if AI is outside your field, or you know something of the subject and would like to know more then *Artificial Intelligence: The Basics* is a brilliant primer.' - Nick Smith, Engineering and Technology Magazine November 2011 *Artificial Intelligence: The Basics* is a concise and cutting-edge introduction to the fast moving world of AI. The author Kevin Warwick, a pioneer in the field, examines issues of what it means to be man or machine and looks at advances in robotics which have blurred the boundaries. Topics covered include: how intelligence can be defined whether machines can 'think' sensory input in machine systems the nature of consciousness the controversial culturing of human neurons. Exploring issues at the heart of the subject, this book is suitable for anyone interested in AI, and provides an illuminating and accessible introduction to this fascinating subject.

A Gentle Introduction to Symphony 1. 4 François Zaninotto 2010-05

Lifelong Kindergarten Mitchel Resnick 2018-08-28 How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today's society. In

kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming more like the rest of school. In *Lifelong Kindergarten*, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today's fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing more on imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens. Drawing on experiences from more than thirty years at MIT's Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and large-scale group projects (such as a Halloween-themed game called *Night at Dreary Castle*, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

Learning PHP & MySQL Michele E. Davis 2007-08-17 PHP and MySQL are quickly becoming the de facto standard for rapid development of dynamic, database-driven web sites. This book is perfect for newcomers to programming as well as hobbyists who are intimidated by harder-to-follow books. With concepts explained in plain English, the new edition starts with the basics of the PHP language, and explains how to work with MySQL, the popular open source database. You then learn how to put the two together to generate dynamic content. If you come from a web design or graphics design background and know your way around HTML, *Learning PHP & MySQL* is the book you've been looking

for. The content includes: PHP basics such as strings and arrays, and pattern matching A detailed discussion of the variances in different PHP versions MySQL data fundamentals like tables and statements Information on SQL data access for language A new chapter on XHTML Error handling, security, HTTP authentication, and more Learning PHP & MySQL explains everything from fundamental concepts to the nuts and bolts of performing specific tasks. As part of O'Reilly's bestselling Learning series, the book is an easy-to-use resource designed specifically for beginners. It's a launching pad for future learning, providing you with a solid foundation for more advanced development.

Python Tutorial 3.11.3 Guido Van Rossum 2023-05-12

Programming in Lua Roberto Ierusalimschy 2006 Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

Python for Everybody Charles R. Severance 2016-04-09 Python for Everybody is designed to introduce students to programming and software development 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 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 earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

The Big Book of Small Python Projects Al Sweigart 2021-06-25
Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find *The Big Book of Small Python Projects* both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create:

- Hangman, Blackjack, and other games to play against your friends or the computer
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- Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver
- A first-person 3D maze game
- Encryption programs that use ciphers like ROT13 and Vigenère to conceal text

If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of *The Big Book of Small Python Projects*. It's proof that good things come in small programs!

[Artificial Intelligence with Python](#) Prateek Joshi 2017-01-27 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 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 Will Learn

- Realize different classification and regression techniques
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- See how to build an intelligent recommender system
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- Develop games using Artificial Intelligence
- Learn how reinforcement learning works
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- See how to use 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 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 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.

The Debian Administrator's Handbook Raphaël Hertzog

2015-10-21 Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info

[Beginning PHP, Apache, MySQL Web Development](#) Michael K. Glass 2004-03-01 What is this book about? PHP, Apache, and MySQL are the three key open source technologies that form the basis for most active Web servers. This book takes you step-by-step through understanding each — using it and combining it with the other two on both Linux and Windows servers. This book guides you through creating your own sites using the open source

AMP model. You discover how to install PHP, Apache, and MySQL. Then you create PHP Web pages, including database management and security. Finally, you discover how to integrate your work with e-commerce and other technologies. By building different types of Web sites, you progress from setting up simple database tables to tapping the full potential of PHP, Apache, and MySQL. When you're finished, you will be able to create well-designed, dynamic Web sites using open source tools. What does this book cover? Here's what you will learn from this book: How PHP server-side scripting language works for connecting HTML-based Web pages to a backend database Syntax, functions, and commands for PHP, Apache, and MySQL Methods and techniques for building user-friendly forms How to easily store, update, and access information using MySQL Ways to allow the user to edit a database E-commerce applications using these three technologies How to set up user logins, profiles, and personalizations Proper protocols for error handling Who is this book for? This book is for beginners who are new to PHP and who need to learn quickly how to create Web sites using open source tools. Some basic HTML knowledge is helpful but not essential.

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