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"I don't even feel like I've scratched the surface of what I can do with Python" With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to mastering Python, so you

can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the "hidden gold" in Python's standard library and start writing clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: "I kept thinking that I wished I had access to a book like this when I started learning Python many years ago." - Mariatta Wijaya, Python Core Developer "This book makes you write better Python code!" - Bob Belderbos, Software Developer at Oracle "Far from being just a shallow collection of snippets, this book will leave the attentive reader with a deeper understanding of the inner workings of Python as well as an appreciation for its beauty." - Ben Felder, Pythonista "It's like having a seasoned tutor explaining, well, tricks!" - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc. Get to grips with traditional computer vision algorithms and deep learning approaches, and build real-world applications with OpenCV and other machine learning frameworks Key Features Understand how to capture high-quality image data, detect and track objects, and process the actions of animals or humans Implement your learning in different areas of computer vision Explore advanced concepts in OpenCV

such as machine learning, artificial neural network, and augmented reality

Book Description

OpenCV is a native cross-platform C++ library for computer vision, machine learning, and image processing. It is increasingly being adopted in Python for development. This book will get you hands-on with a wide range of intermediate to advanced projects using the latest version of the framework and language, OpenCV 4 and Python 3.8, instead of only covering the core concepts of OpenCV in theoretical lessons. This updated second edition will guide you through working on independent hands-on projects that focus on essential OpenCV concepts such as image processing, object detection, image manipulation, object tracking, and 3D scene reconstruction, in addition to statistical learning and neural networks. You'll begin with concepts such as image filters, Kinect depth sensor, and feature matching. As you advance, you'll not only get hands-on with reconstructing and visualizing a scene in 3D but also learn to track visually salient objects. The book will help you further build on your skills by demonstrating how to recognize traffic signs and emotions on faces. Later, you'll understand how to align images, and detect and track objects using neural networks. By the end of this OpenCV Python book, you'll have gained hands-on experience and become proficient at developing advanced computer vision apps according to specific business needs. What you will learn

- Generate real-time visual effects using filters and image manipulation techniques such as dodging and burning
- Recognize hand gestures in real-time and perform hand-shape analysis based on the output of a Microsoft Kinect sensor
- Learn feature extraction and feature matching to track arbitrary objects of interest
- Reconstruct a 3D real-world scene using 2D camera motion and camera reprojection techniques
- Detect faces using a cascade classifier and identify emotions in human faces using multilayer perceptrons
- Classify, localize, and detect objects with deep neural networks

Who this book is for This book is for intermediate-level OpenCV users who are

looking to enhance their skills by developing advanced applications. Familiarity with OpenCV concepts and Python libraries, and basic knowledge of the Python programming language are assumed. Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid 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 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 additional documentation. The Python 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 an extension 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 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](#). [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 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 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](#). The Glossary is also worth going through. 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 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 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 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 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. Write your own Digital Image Processing programs with the use of pillow, scipy.ndimage, and matplotlib in

Python 3 with Raspberry Pi 3 as the hardware platform. This concise quick-start guide provides working code examples and exercises. Learn how to interface Raspberry Pi with various image sensors. What You'll Learn Understand Raspberry Pi concepts and setup Understand digital image processing concepts Study pillow, the friendly PIL fork Explore scipy.ndimage and matplotlib Master use of the Pi camera and webcam Who This Book Is For Raspberry Pi and IoT enthusiasts, digital image processing enthusiasts, Python and Open Source enthusiasts and professionals Gain hands-on experience with HDF5 for storing scientific data in Python. This practical guide quickly gets you up to speed on the details, best practices, and pitfalls of using HDF5 to archive and share numerical datasets ranging in size from gigabytes to terabytes. Through real-world examples and practical exercises, you'll explore topics such as scientific datasets, hierarchically organized groups, user-defined metadata, and interoperable files. Examples are applicable for users of both Python 2 and Python 3. If you're familiar with the basics of Python data analysis, this is an ideal introduction to HDF5. Get set up with HDF5 tools and create your first HDF5 file Work with datasets by learning the HDF5 Dataset object Understand advanced features like dataset chunking and compression Learn how to work with HDF5's hierarchical structure, using groups Create self-describing files by adding metadata with HDF5 attributes Take advantage of HDF5's type system to create interoperable files Express relationships among data with references, named types, and dimension scales Discover how Python mechanisms for writing parallel code interact with HDF5 Python 201 is the sequel to my first book, Python 101. If you already know the basics of Python and now you want to go to the next level, then this is the book for you! This book is for intermediate level Python programmers only. There won't be any beginner chapters here. This book is based on Python 3. You will learn about exciting topics such as working with descriptors, super, context managers, iterators

and much, much more! ReportLab has been around since the year 2000 and has remained the primary package that Python developers use for creating reports in the PDF format. It is an extremely powerful package that works across all the major platforms. This book will also introduce the reader to other Python PDF packages. Get your guided tour through the Python 3.9 interpreter: Unlock the inner workings of the Python language, compile the Python interpreter from source code, and participate in the development of CPython. Are there certain parts of Python that just seem like magic? This book explains the concepts, ideas, and technicalities of the Python interpreter in an approachable and hands-on fashion. Once you see how Python works at the interpreter level, you can optimize your applications and fully leverage the power of Python. By the End of the Book You'll Be Able To: Read and navigate the CPython 3.9 interpreter source code. You'll deeply comprehend and appreciate the inner workings of concepts like lists, dictionaries, and generators. Make changes to the Python syntax and compile your own version of CPython, from scratch. You'll customize the Python core data types with new functionality and run CPython's automated test suite. Master Python's memory management capabilities and scale your Python code with parallelism and concurrency. Debug C and Python code like a true professional. Profile and benchmark the performance of your Python code and the runtime. Participate in the development of CPython and know how to contribute to future versions of the Python interpreter and standard library. How great would it feel to give back to the community as a "Python Core Developer?" With this book you'll cover the critical concepts behind the internals of CPython and how they work with visual explanations as you go along. Each page in the book has been carefully laid out with beautiful typography, syntax highlighting for code examples. What Python Developers Say About The Book: "It's the book that I wish existed years ago when I started my Python journey. [...] After reading this

book your skills will grow and you will be able solve even more complex problems that can improve our world." - Carol Willing, CPython Core Developer & Member of the CPython Steering Council
"CPython Internals is a great (and unique) resource for anybody looking to take their knowledge of Python to a deeper level." - Dan Bader, Author of Python Tricks "There are a ton of books on Python which teach the language, but I haven't really come across anything that would go about explaining the internals to those curious minded." - Milan Patel, Vice President at (a major investment bank)

A step-by-step guide to learning the implementation and associated methodologies in quantum computing with the help of the IBM Quantum Experience, Qiskit, and Python that will have you up and running and productive in no time

Key Features

- Determine the difference between classical computers and quantum computers
- Understand the quantum computational principles such as superposition and entanglement and how they are leveraged on IBM Quantum Experience systems
- Run your own quantum experiments and applications by integrating with Qiskit

Book Description

IBM Quantum Experience is a platform that enables developers to learn the basics of quantum computing by allowing them to run experiments on a quantum computing simulator and a real quantum computer. This book will explain the basic principles of quantum mechanics, the principles involved in quantum computing, and the implementation of quantum algorithms and experiments on IBM's quantum processors. You will start working with simple programs that illustrate quantum computing principles and slowly work your way up to more complex programs and algorithms that leverage quantum computing. As you build on your knowledge, you'll understand the functionality of IBM Quantum Experience and the various resources it offers. Furthermore, you'll not only learn the differences between the various quantum computers but also the various simulators available. Later, you'll explore the basics of quantum computing, quantum

volume, and a few basic algorithms, all while optimally using the resources available on IBM Quantum Experience. By the end of this book, you'll learn how to build quantum programs on your own and have gained practical quantum computing skills that you can apply to your business. What you will learn

Explore quantum computational principles such as superposition and quantum entanglement
Become familiar with the contents and layout of the IBM Quantum Experience
Understand quantum gates and how they operate on qubits
Discover the quantum information science kit and its elements such as Terra and Aer
Get to grips with quantum algorithms such as Bell State, Deutsch-Jozsa, Grover's algorithm, and Shor's algorithm
How to create and visualize a quantum circuit

Who this book is for
This book is for Python developers who are looking to learn quantum computing and put their knowledge to use in practical situations with the help of IBM Quantum Experience. Some background in computer science and high-school-level physics and math is required.

Understand and implement big data analysis solutions in pandas with an emphasis on performance. This book strengthens your intuition for working with pandas, the Python data analysis library, by exploring its underlying implementation and data structures.

Thinking in Pandas introduces the topic of big data and demonstrates concepts by looking at exciting and impactful projects that pandas helped to solve. From there, you will learn to assess your own projects by size and type to see if pandas is the appropriate library for your needs. Author Hannah Stepanek explains how to load and normalize data in pandas efficiently, and reviews some of the most commonly used loaders and several of their most powerful options. You will then learn how to access and transform data efficiently, what methods to avoid, and when to employ more advanced performance techniques. You will also go over basic data access and munging in pandas and the intuitive dictionary syntax. Choosing the right DataFrame format, working with multi-level DataFrames, and

how pandas might be improved upon in the future are also covered. By the end of the book, you will have a solid understanding of how the pandas library works under the hood. Get ready to make confident decisions in your own projects by utilizing pandas—the right way.

What You Will Learn

- Understand the underlying data structure of pandas and why it performs the way it does under certain circumstances
- Discover how to use pandas to extract, transform, and load data correctly with an emphasis on performance
- Choose the right DataFrame so that the data analysis is simple and efficient.
- Improve performance of pandas operations with other Python libraries

Who This Book Is For

Software engineers with basic programming skills in Python keen on using pandas for a big data analysis project. Python software developers interested in big data. For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use:

- IPython and Jupyter: provide computational environments for data scientists using Python
- NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python
- Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python
- Matplotlib: includes capabilities for a flexible range of data visualizations in Python
- Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning

algorithms This book collects the best articles about several artificial intelligence concepts that I have published online during 2020. It is dedicated to anyone interested in Artificial Intelligence and anyone who wants to understand some of the building blocks that form this fascinating technology. Here, you will find my best articles, updated and revisited, with some more insights, with a suitable format for book readers. The content of this book results from extensive research, long nights of studies, and some of my best years of work in the field in some prestigious enterprise companies in Europe. My goal is to share as much as possible through an affordable, simple, and straightforward language, valuable knowledge that helps you understanding complex topics related to technologies such as Machine Learning, Deep Learning, Analytics, and Autonomous Vehicles, among others. It is a satisfying adventure, I must say. Every day I receive considerably positive feedback, lots of article views, lots of likes, retweets, and more on my social networks and not less, some indications as a top writer, invitations to collaborate in some prestigious online publications. All this is truly motivating. I believe that life is complicated enough, so I consider that every time someone tries to simplify concepts and knowledge useful to humanity, this can be regarded as an essential contribution to inclusiveness and equity in the world. So, this is my mission. This book is not intended to exhaust all the learning needs of those wishing to enter the AI world. It is a starting point composed of some "scattered notes" that will help you put together some valuable pieces of technology's great mosaic. The articles presented here are very beneficial to provide you a practical introduction to some of the most important concepts that many of us face daily. They also will give you some pointers on how to go beyond the first step in search of much more. Just as Dante suggested: "You were not meant to live as ugly, but to seek virtue and knowledge." 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 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 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 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 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 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 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 An indispensable collection of practical tips and real-world advice for tackling common Python problems and taking your code to the next level. Features interviews with high-profile Python developers who share their tips, tricks, best practices, and real-world advice gleaned from years of experience. Sharpen your Python skills as you dive deep into the Python programming language with Serious Python. You'll cover a range of advanced topics like multithreading and memorization, get advice from experts on things like designing APIs and dealing with databases, and learn Python internals to help you gain a deeper understanding of the language itself. Written for developers and experienced programmers, Serious Python brings together over 15 years of Python experience to teach you how to avoid common mistakes, write code more efficiently, and build better programs in less time. As you make your way through the book's extensive tutorials, you'll learn how to start a project and tackle topics like versioning, layouts, coding style, and automated checks. You'll learn how to package your software for distribution, optimize performance, use the right data structures, define functions efficiently, pick the right libraries, build future-proof programs, and optimize your programs down to the bytecode. You'll also learn how to: - Make and use effective decorators and methods, including abstract, static, and class methods - Employ Python for functional programming

using generators, pure functions, and functional functions - Extend flake8 to work with the abstract syntax tree (AST) to introduce more sophisticated automatic checks into your programs - Apply dynamic performance analysis to identify bottlenecks in your code - Work with relational databases and effectively manage and stream data with PostgreSQL If you've been looking for a way to take your Python skills from good to great, Serious Python will help you get there. Learn from the experts and get seriously good at Python with Serious Python! Does it seem like your Python projects are getting bigger and bigger? Are you feeling the pain as your codebase expands and gets tougher to debug and maintain? Python is an easy language to learn and use, but that also means systems can quickly grow beyond comprehension. Thankfully, Python has features to help developers overcome maintainability woes. In this practical book, author Patrick Viafore shows you how to use Python's type system to the max. You'll look at user-defined types, such as classes and enums, and Python's type hinting system. You'll also learn how to make Python extensible and how to use a comprehensive testing strategy as a safety net. With these tips and techniques, you'll write clearer and more maintainable code. Learn why types are essential in modern development ecosystems Understand how type choices such as classes, dictionaries, and enums reflect specific intents Make Python extensible for the future without adding bloat Use popular Python tools to increase the safety and robustness of your codebase Evaluate current code to detect common maintainability gotchas Build a safety net around your codebase with linters and tests Learn how to develop your own applications to monitor or control instrumentation hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of

devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed examples to develop an interface with Python and C. Organized by interface type, data processing activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important. Learn how to use industry-standard interfaces such as RS-232, RS-485, and GPIB. Create low-level extension modules in C to interface Python with a variety of hardware and test instruments. Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces. Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch. *The Anarchist Cookbook* will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author: "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There is detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows. Step-by-step tutorials on generative adversarial networks in python for image synthesis and image translation. *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 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 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. This fast-moving tutorial introduces you to OCaml, an industrial-strength programming language designed for expressiveness, safety, and speed. Through the book's many examples, you'll quickly learn how OCaml stands out as a tool for writing fast, succinct, and readable systems code. Real World OCaml takes you through the concepts of the language at a brisk pace, and then helps you explore the tools and techniques that make OCaml an effective and practical tool. In the book's third section, you'll delve deep into the details of the compiler toolchain and OCaml's simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules. Explore advanced features such as functors, first-class modules, and objects. Leverage Core, a comprehensive general-purpose standard library for OCaml. Design effective and reusable libraries, making the most of OCaml's approach to abstraction and modularity. Tackle practical programming problems from command-line parsing to asynchronous network

programming Examine profiling and interactive debugging techniques with tools such as GNU gdb
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 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 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. Develop a greater intuition for the proper use of cryptography. This book teaches the basics of writing cryptographic algorithms in Python, demystifies cryptographic internals, and demonstrates common ways cryptography is used incorrectly. Cryptography is the lifeblood of the digital world's security infrastructure. From governments around the world to the average consumer, most communications are protected in some form or another by cryptography. These days, even Google searches are encrypted. Despite its ubiquity, cryptography is easy to misconfigure, misuse, and misunderstand. Developers building cryptographic operations into their applications are not typically experts in the subject, and may not fully grasp the implication of different algorithms, modes, and other parameters. The concepts in this book are largely taught by example, including incorrect uses of cryptography and how "bad" cryptography can be broken. By digging into the guts of cryptography, you can experience what works, what doesn't, and why. What You'll Learn Understand where cryptography is used, why, and how it gets misused Know what secure hashing is used for and its basic properties Get up to speed on algorithms and modes for block ciphers such as AES, and see how bad configurations break Use message integrity and/or digital signatures to protect messages Utilize modern symmetric ciphers

such as AES-GCM and CHACHA Practice the basics of public key cryptography, including ECDSA signatures Discover how RSA encryption can be broken if insecure padding is used Employ TLS connections for secure communications Find out how certificates work and modern improvements such as certificate pinning and certificate transparency (CT) logs Who This Book Is For IT administrators and software developers familiar with Python. Although readers may have some knowledge of cryptography, the book assumes that the reader is starting from scratch. Python Made Easy: Beginners Guide to Programming and Data Analysis using Python Get comprehensive learning of Python Programming starting from the very basics and going up to utilizing python libraries for data analysis and Visualization. Based on the author's journey to master Python, this book will help you to quickly start with writing programs and solving your problems using Python. It provides an ideal and elegant way to start learning Python, both for a newcomer to the programming world and a professional developer expert in other languages. This book comes loaded with illustrations and real-life examples. It gives you exercises which challenge you to refresh your conceptual clarity and write better codes. It is super easy to follow and will work as a self-paced tutorial to get you started with the latest and best in Python. All the advanced Python features to date are included.

- Get to know the history, present, and future of Data Science
- Get introduced to the basics of Computer Programming
- Explore the exciting world of Python using Anaconda
- Learn how to install and use Python on your computer
- Create your Variables, Objects and learn Syntax of operations
- Explore Python's built-in object types like Lists, dictionaries, Tuples, Strings and sets
- Learn to make your codes reusable by using functions
- Organize your codes, functions and other objects into larger components with Modules
- Explore Classes - the Object-Oriented Programming tool for elegant codes
- Write complex codes and learn how to handle Errors and Exceptions
- Learn about NumPy

arrays and operations on them • Explore data analysis using pandas on a real-life data set • Dive into the exciting world of Visualization with 3 chapters on Visualization and Matplotlib • Experience the Power of What you learnt by 3 projects • Learn to make your own application complete with GUI by using API As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices Summary Professional developers know the many benefits of writing application code that's clean, well-organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With Practices of the Python Pro, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly popular programming language, Python. You'll find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro. Purchase of the print book includes a

free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain. To step up from a capable Python coder to a professional developer, you need to learn industry standards for coding style, application design, and development process. That's where this book is indispensable. About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of developers make this step, and he knows what it takes. With helpful examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to read, maintain, and reuse. What's inside

Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the reader For readers familiar with the basics of Python, or another OO language. About the author Dane Hillard has spent the majority of his development career using Python to build web applications. Table of Contents: PART 1 WHY IT ALL MATTERS 1 | The bigger picture PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for high performance 5 | Testing your software PART 3 NAILING DOWN LARGE SYSTEMS 6 | Separation of concerns in practice 7 | Extensibility and flexibility 8 | The rules (and exceptions) of inheritance 9 | Keeping things lightweight 10 | Achieving loose coupling PART 4 WHAT'S NEXT? 11 | Onward and upward 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 Welcome to Scientific Python and its community. If you're a scientist who programs with Python, this practical guide not

only teaches you the fundamental parts of SciPy and libraries related to it, but also gives you a taste for beautiful, easy-to-read code that you can use in practice. You'll learn how to write elegant code that's clear, concise, and efficient at executing the task at hand. Throughout the book, you'll work with examples from the wider scientific Python ecosystem, using code that illustrates principles outlined in the book. Using actual scientific data, you'll work on real-world problems with SciPy, NumPy, Pandas, scikit-image, and other Python libraries. Explore the NumPy array, the data structure that underlies numerical scientific computation Use quantile normalization to ensure that measurements fit a specific distribution Represent separate regions in an image with a Region Adjacency Graph Convert temporal or spatial data into frequency domain data with the Fast Fourier Transform Solve sparse matrix problems, including image segmentations, with SciPy's sparse module Perform linear algebra by using SciPy packages Explore image alignment (registration) with SciPy's optimize module Process large datasets with Python data streaming primitives and the Toolz library Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy

code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect. Foundations of Python Network Programming, Third Edition, covers all of the classic topics found in the second edition of this book, including network protocols, network data and errors, email, server architecture, and HTTP and web applications, plus updates for Python 3. Some of the new topics in this edition include:

- Extensive coverage of the updated SSL support in Python 3
- How to write your own asynchronous I/O loop.
- An overview of the "asyncio" framework that comes with Python 3.4.
- How the Flask web framework connects URLs to your Python code.
- How

cross-site scripting and cross-site request forgery can be used to attack your web site, and how to protect against them. • How a full-stack web framework like Django can automate the round trip from your database to the screen and back. If you're a Python programmer who needs a deep understanding of how to use Python for network-related tasks and applications, this is the book for you. From web application developers, to systems integrators, to system administrators—this book has everything that you need to know. Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast! 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 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 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 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 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, 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

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, and appendixes on Rust development tools and editions. It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn—and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community Python is one of the most popular programming languages, widely used for data analysis and modelling, and is fast becoming the leading choice for scientists and engineers. Unlike other textbooks introducing Python, typically organised by language syntax, this book uses many examples from across Biology, Chemistry, Physics, Earth science, and Engineering to teach and motivate students in science and engineering. The text is organised by the tasks and workflows students undertake day-to-day, helping them see

the connections between programming tools and their disciplines. The pace of study is carefully developed for complete beginners, and a spiral pedagogy is used so concepts are introduced across multiple chapters, allowing readers to engage with topics more than once. "Try This!" exercises and online Jupyter notebooks encourage students to test their new knowledge, and further develop their programming skills. Online solutions are available for instructors, alongside discipline-specific homework problems across the sciences and engineering. If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface Despite many uncertainties in cloud computing, one truth is evident: costs will always tend to go up unless you're actively engaged in the process. Whether you're new to managing cloud spend or a seasoned pro, this book will clarify the often misunderstood workings of cloud billing fundamentals and provide expert strategies on

creating a culture of cloud cost management in your organization. Drawing on real-world examples of successes and failures of large-scale cloud spenders, this book outlines a road map for building a culture of FinOps in your organization. Beginning with the fundamental concepts required to understand cloud billing concepts, you'll learn how to enable an efficient and effective FinOps machine. Learn how the cloud works when it comes to financial management Set up a FinOps team and build a framework for making spend efficiency a priority Examine the anatomy of a cloud bill and learn how to manage it Get operational recipes for maximizing cloud efficiency Understand how to motivate engineering teams to take cost-saving actions Explore the FinOps lifecycle: Inform, Optimize, and Operate Learn the DNA of a highly functional cloud FinOps culture Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas,

NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing

Learn basic and advanced features in NumPy (Numerical Python)

Get started with data analysis tools in the pandas library

Use flexible tools to load, clean, transform, merge, and reshape data

Create informative visualizations with matplotlib

Apply the pandas groupby facility to slice, dice, and summarize datasets

Analyze and manipulate regular and irregular time series data

Learn how to solve real-world data analysis problems with thorough, detailed examples

Make the Leap From Beginner to Intermediate in Python...

Python Basics: A Practical Introduction to Python 3

Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects

What should you learn about Python in the beginning to get a strong foundation? With Python Basics, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with Python, fast!

Who Should Read This Book

If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift

the numerous exercises within each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We 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, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed through hours of boring screencasts. I gave up on countless crufty books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are

consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

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