

Impractical Python Projects Playful Programming Activities To Make You Smarter

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This repository contains the source code and supporting files for the book Impractical Python Projects: Playful Programming Activities to Make You Smarter by Lee Vaughan. The files are organized by ...

Impractical Python Projects

You can load the seeds into a Pandas dataframe using the following Python snippet: `import pandas as pd seeds ...` If you'd like to add new seed sets or improve the documentation for this project, ...

Bad Seeds: Evaluating Lexical Methods for Bias Measurement

48 Laws of Hustle is from the mind of The Streets Jeweler, Jimmy Boi! This book of jewels is packed with wisdom to equip you on the journey to success. Every law was created from the muscle built on t ...

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palindroms - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

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A project-based approach to learning Python programming for beginners. Intriguing projects teach you how to tackle challenging problems with code. You've mastered the basics. Now you're ready to explore some of Python's more powerful tools. Real-World Python will show you how. Through a series of hands-on projects, you'll investigate and solve real-world problems using sophisticated computer vision, machine learning, data analysis, and language processing tools. You'll be introduced to important modules like OpenCV, NumPy, Pandas, NLTK, Bokeh, Beautiful Soup, Requests, HoloViews, Tkinter, turtle, matplotlib, and more. You'll create complete, working programs and think through intriguing projects that show you how to: - Save shipwrecked sailors with an algorithm designed to prove the existence of God - Detect asteroids and comets moving against a starfield - Program a sentry gun to shoot your enemies and spare your friends - Select landing sites for a Mars probe using real NASA maps - Send unbreakable messages based on a book code - Survive a zombie outbreak using data science - Discover exoplanets and alien megastructures orbiting distant stars - Test the hypothesis that we're all living in a computer simulation - And more! If you're tired of learning the bare essentials of Python Programming with isolated snippets of code, you'll relish the relevant and geeky fun of Real-World Python!

Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like: -Generate Spirograph-like patterns using parametric equations and the turtle module -Create music on your computer by simulating frequency overtones -Translate graphical images into ASCII art -Write an autostereogram program that produces 3D images hidden beneath random patterns -Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboard techniques -Construct 3D visualizations using data from CT and MRI scans -Build a laser show that responds to music by hooking up your computer to an Arduino Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

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!

"Tiny Python Projects is a gentle and amusing introduction to Python that will firm up key programming concepts while also making you giggle."-Amanda Debler, Schaeffler Key Features Learn new programming concepts through 21-bitesize programs Build an insult generator, a Tic-Tac-Toe AI, a talk-like-a-pirate program, and more Discover testing techniques that will make you a better programmer Code-along with free accompanying videos on YouTube Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book The 21 fun-but-powerful activities in Tiny Python Projects teach Python fundamentals through puzzles and games. You'll be engaged and entertained with every exercise, as you learn about text manipulation, basic algorithms, and lists and dictionaries, and other foundational programming skills. Gain confidence and experience while you create each satisfying project. Instead of going quickly through a wide range of concepts, this book concentrates on the most useful skills, like text manipulation, data structures, collections, and program logic with projects that include a password creator, a word rhymmer, and a Shakespearean insult generator. Author Ken Youens-Clark also teaches you good programming practice, including writing tests for your code as you go. What You Will Learn Write command-line Python programs Manipulate Python data structures Use and control randomness Write and run tests for programs and functions Download testing suites for each project This Book Is Written For For readers familiar with the basics of Python programming. About The Author Ken Youens-Clark is a Senior Scientific Programmer at the University of Arizona. He has an MS in Biosystems Engineering and has been programming for over 20 years. Table of Contents 1 How to write and test a Python program 2 The crow's nest: Working with strings 3 Going on a picnic: Working with lists 4 Jump the Five: Working with dictionaries 5 Howler: Working with files and STDOUT 6 Words count: Reading files and STDIN, iterating lists, formatting strings 7 Gashlycrumb: Looking items up in a dictionary 8 Apples and Bananas: Find and replace 9 Dial-a-Curse: Generating random insults from lists of words 10 Telephone: Randomly mutating strings 11 Bottles of Beer Song: Writing and testing functions 12 Ransom: Randomly capitalizing text 13 Twelve Days of Christmas: Algorithm design 14 Rhymmer: Using regular expressions to create rhyming words 15 The Kentucky Friar: More regular expressions 16 The Scrambler: Randomly reordering the middles of words 17 Mad Libs: Using regular expressions 18 Gematria: Numeric encoding of text using ASCII values 19 Workout of the Day: Parsing CSV files, creating text table output 20 Password strength: Generating a secure and memorable password 21 Tic-Tac-Toe: Exploring state 22 Tic-Tac-Toe redux: An interactive version with type hints

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

Immerse yourself in learning Python and introductory data analytics with this book's project-based approach. Through the structure of a ten-week coding bootcamp course, you'll learn key concepts and gain hands-on experience through weekly projects. Each chapter in this book is presented as a full week of topics, with Monday through Thursday covering specific concepts, leading up to Friday, when you are challenged to create a project using the skills learned throughout the week. Topics include Python basics and essential intermediate concepts such as list comprehension, generators and iterators, understanding algorithmic complexity, and data analysis with pandas. From beginning to end, this book builds up your abilities through exercises and challenges, culminating in your solid understanding of Python. Challenge yourself with the intensity of a coding bootcamp experience or learn at your own pace. With this hands-on learning approach, you will gain the skills you need to jumpstart a new career in programming or further your current one as a software developer. What You Will Learn Understand beginning and more advanced concepts of the Python languageBe introduced to data analysis using pandas, the Python Data Analysis libraryWalk through the process of interviewing and answering technical questionsCreate real-world applications with the Python languageLearn how to use Anaconda, Jupyter Notebooks, and the Python Shell Who This Book Is For Those trying to jumpstart a new career into programming, and those already in the software development industry and would like to learn Python programming.

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