Python Programming In Context 2nd Edition By Miller

John V. Guttag,John Guttag

Python Programming in Context Bradley N. Miller,David L. Ranum,2014 The user-friendly, object-oriented programming language Python is quickly becoming the most popular introductory programming language for both students and instructors ... Building on essential concepts of computer science and offering a plentitude of real-world examples, Python programming in context, Second edition offers a thorough overview of multiple applied areas, including image processing, cryptography, astronomy, the Internet, and bioinformatics. The text's emphasis on problem solving, extrapolation, and development of independent exploration and solution building provides students with a unique and innovative approach to learning programming. --

Introduction to Computation and Programming Using Python John V. Guttag,John Guttag,2013-08-09 An introductory text that teaches students the art of computational problem solving, covering topics that range from simple algorithms to information visualization.

Discovering Computer Science Jessen Havill,2020-10-27 Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds. -- Janet Davis , Associate Professor and Microsoft Chair of Computer Science, Whitman College This book looks really great and takes exactly the approach I think should be used for a CS 1 course. I think it really fills a need in the textbook landscape. -- Marie desJardins, Dean of the College of Organizational, Computational, and Information Sciences, Simmons University Discovering Computer Science is a refreshing departure from introductory programming texts, offering students a much more sincere introduction to the breadth and complexity of this ever-growing field. -- James Deverick, Senior Lecturer, The College of William and Mary This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs. -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College Discovering Computer Science: Interdisciplinary Problems, Principles, and Python Programming is a problem-oriented introduction to computational problem solving and programming in Python, appropriate for a first course for computer science majors, a more targeted disciplinary computing course or, at a slower pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to students' prior interests using a range of

authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral approach to introduce Python language features. The text also places programming in the context of fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website — https://www.discoveringcs.net — includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration.

Gray Hat Python Justin Seitz,2009-04-15 Python is fast becoming the programming language of choice for hackers, reverse engineers, and software testers because it's easy to write quickly, and it has the low-level support and libraries that make hackers happy. But until now, there has been no real manual on how to use Python for a variety of hacking tasks. You had to dig through forum posts and man pages, endlessly tweaking your own code to get everything working. Not anymore. Gray Hat Python explains the concepts behind hacking tools and techniques like debuggers, trojans, fuzzers, and emulators. But author Justin Seitz goes beyond theory, showing you how to harness existing Python-based security tools—and how to build your own when the pre-built ones won't cut it. You'll learn how to: –Automate tedious reversing and security tasks –Design and program your own debugger –Learn how to fuzz Windows drivers and create powerful fuzzers from scratch –Have fun with code and library injection, soft and hard hooking techniques, and other software trickery –Sniff secure traffic out of an encrypted web browser session –Use PyDBG, Immunity Debugger, Sulley, IDAPython, PyEMU, and more The world's best hackers are using Python to do their handiwork. Shouldn't you?

Introduction to Programming Using Python Y. Daniel Liang,2013 Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques.

Python for Data Analysis Wes McKinney,2017-09-25 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.

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Marketing Data Science Thomas W. Miller,2015-05-02 Now, a leader of Northwestern University's prestigious analytics program presents a fully-integrated treatment of both the business and academic elements of marketing applications in predictive analytics. Writing for both managers and students, Thomas W. Miller explains essential concepts, principles, and theory in the context of real-world applications. Building on Miller's pioneering program, Marketing Data Science thoroughly addresses segmentation, target marketing, brand and product positioning, new product development, choice modeling, recommender systems, pricing research, retail site selection, demand estimation, sales forecasting, customer retention, and lifetime value analysis. Starting where Miller's widely-praised Modeling Techniques in Predictive Analytics left off, he integrates crucial information and insights that were previously segregated in texts on web analytics, network science, information technology, and programming. Coverage includes: The role of analytics in delivering effective messages on the web Understanding the web by understanding its hidden structures Being recognized on the web – and watching your own competitors Visualizing networks and understanding communities within them Measuring sentiment and making recommendations Leveraging key data science methods: databases/data preparation, classical/Bayesian statistics, regression/classification, machine learning, and text analytics Six complete case studies address exceptionally relevant issues such as: separating legitimate email from spam; identifying legally-relevant information for lawsuit discovery; gleaning insights from anonymous web surfing data, and more. This text's extensive set of web and network problems draw on rich public-domain data sources; many are accompanied by solutions in Python and/or R. Marketing Data Science will be an invaluable resource for all students, faculty, and professional marketers who want to use business analytics to improve marketing performance.

Expert Python Programming Michał Jaworski,Tarek Ziadé,2021-05-28 Gain a deep understanding of building, maintaining, packaging, and shipping robust Python applications Key FeaturesDiscover the new features of Python, such as dictionary merge, the zoneinfo module, and structural pattern matchingCreate manageable code to run in various environments with different sets of dependenciesImplement effective Python data structures and algorithms to write, test, and optimize codeBook Description This new edition of Expert Python Programming provides you with a thorough understanding of the process of building and maintaining Python apps. Complete with best practices, useful tools, and standards implemented by professional Python developers, this fourth edition has been extensively updated. Throughout this

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Powerful Python Aaron Maxwell,2024-11-08 Once you've mastered the basics of Python, how do you skill up to the top 1%? How do you focus your learning time on topics that yield the most benefit for production engineering and data teams—without getting distracted by info of little real-world use? This book answers these questions and more. Based on author Aaron Maxwell's software engineering career in Silicon Valley, this unique book focuses on the Python first principles that act to accelerate everything else: the 5% of programming knowledge that makes the remaining 95% fall like dominos. It's also this knowledge that helps you become an exceptional Python programmer, fast. Learn how to think like a Pythonista: explore advanced Pythonic thinking Create lists, dicts, and other data structures using a high-level, readable, and maintainable syntax Explore higher-order function abstractions that form the basis of Python libraries Examine Python's metaprogramming tool for priceless patterns of code reuse Master Python's error model and learn how to leverage it in your own code Learn the more potent and advanced tools of Python's object system Take a deep dive into Python's automated testing and TDD Learn how Python logging helps you troubleshoot and debug more quickly

Programming Entity Framework Julia Lerman,Rowan Miller,2012 Annotation Code first is an additional means of building a model to be used with the Entity Framework and is creating a lot of excitement in the .NET development community. The reader will begin with an overview of what code first is, why it was created, how it fits into the Entity Framework and when

to use it over the alternatives.

Programming Entity Framework Julia Lerman,2009-01-29 If you use Entity Framework in Visual Studio 2008 and .NET 3.5, this is the book you want. Programming Entity Framework, 1st Edition offers experienced developers a thorough introduction to Microsoft's core framework for modeling and interacting with data in .NET applications. This hands-on tour provides a deep understanding of Entity Framework's architecture and APIs, and explains how to use the framework in a variety of applications built with Visual Studio 2008 and .NET 3.5. From the Entity Data Model (EDM) and Object Services to EntityClient and the Metadata Workspace, this highly acclaimed first edition covers it all. Understand the core concepts you need to make the best use of the Entity Framework (EF) in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, and ASP.NET applications Build ASMX web services and WCF services Use Object Services to work directly with your entity objects Delve into model customization, relationship management, change tracking, data concurrency, and more One important note: while many of the lessons from this book will continue to be valuable as you move to .NET 4, the thoroughly revised second edition of Programming Entity Framework (August 2010) specifically targets Visual Studio 2010 and .NET 4 -- where there have been many advancements and additions to the framework.

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 pro- grams, 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 • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • 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!

The Quick Python Book Vernon L. Ceder,Naomi R. Ceder,2010 Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and mangement of large collections of code.

How to Watch Television, Second Edition Ethan Thompson,Jason Mittell,2020-03-31 A new edition that brings the ways we watch and think about television up to the present We all have opinions about the television shows we watch, but

television criticism is about much more than simply evaluating the merits of a particular show and deeming it "good" or "bad." Rather, criticism uses the close examination of a television program to explore that program's cultural significance, creative strategies, and its place in a broader social context. How to Watch Television, Second Edition brings together forty original essays—more than half of which are new to this edition—from today's leading scholars on television culture, who write about the programs they care (and think) the most about. Each essay focuses on a single television show, demonstrating one way to read the program and, through it, our media culture. From fashioning blackness in Empire to representation in Orange is the New Black and from the role of the reboot in Gilmore Girls to the function of changing political atmospheres in Roseanne, these essays model how to practice media criticism in accessible language, providing critical insights through analysis—suggesting a way of looking at TV that students and interested viewers might emulate. The contributors discuss a wide range of television programs past and present, covering many formats and genres, spanning fiction and non-fiction, broadcast, streaming, and cable. Addressing shows from TV's earliest days to contemporary online transformations of the medium, How to Watch Television, Second Edition is designed to engender classroom discussion among television critics of all backgrounds. To access additional essays from the first edition, visit the links tab at nyupress.org/9781479898817/how-to-watch-television-second-edition/.

Python Programming Fundamentals Kent D. Lee,2015-01-07 This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

Reinforcement Learning, second edition Richard S. Sutton,Andrew G. Barto,2018-11-13 The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning

algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Think Java Allen B. Downey,Chris Mayfield,2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Introduction to Python Programming Gowrishankar S,Veena A,2018-12-07 Introduction to Python Programming is written for students who are beginners in the field of computer programming. This book presents an intuitive approach to the concepts of Python Programming for students. This book differs from traditional texts not only in its philosophy but also in its overall focus, level of activities, development of topics, and attention to programming details. The contents of the book are chosen with utmost care after analyzing the syllabus for Python course prescribed by various top universities in USA, Europe, and Asia. Since the prerequisite know-how varies significantly from student to student, the book's overall overture addresses the challenges of teaching and learning of students which is fine-tuned by the authors' experience with large sections of students. This book uses natural language expressions instead of the traditional shortened words of the programming world. This book has been written with the goal to provide students with a textbook that can be easily understood and to make a connection between what students are learning and how they may apply that knowledge. Features of this book This book does not assume any previous programming experience, although of course, any exposure to other programming languages is

useful This book introduces all of the key concepts of Python programming language with helpful illustrations Programming examples are presented in a clear and consistent manner Each line of code is numbered and explained in detail Use of f-strings throughout the book Hundreds of real-world examples are included and they come from fields such as entertainment, sports, music and environmental studies Students can periodically check their progress with in-chapter quizzes that appear in all chapters

FUNDAMENTALS OF OPEN SOURCE SOFTWARE M. N. RAO,2014-09-16 Free Open Source Software have been growing enormously in the field of information technology. Open Source Software (OSS) is a software whose source code is accessible for alteration or enrichment by other programmers. This book gives a detailed analysis of open source software and their fundamentals, and so is meant for the beginners who want to learn and write programs using Open Source Software. It also educates on how to download and instal these open source free software in the system.The topics covered in the book broadly aims to develop familiar Open Source Software (OSS) associated with database, web portal and scientific application development. Software platforms like, Android, MySQL, PHP, Python, PERL, Grid Computing, and Open Source Cloud, and their applications are explained through various examples and programs. The platforms like OSS and Linux are also introduced in the book. Recapitulation given at the end of each chapter enables the readers to take a quick revision of the topics. Numerous examples in the form of programs are given to enable the students to understand the theoretical concepts and their applicative knowledge. The book is an introductory textbook on Open Source Software (OSS) for the undergraduate students of Computer Science Engineering (CSE) and postgraduate students of Computer Application (MCA). Salient Features The procedure for installing software (Linux, Android, PHP, MySQL, Perl, and Python) both in Linux and Windows operating systems are discussed in the book.• Numerous worked out example programs are introduced.• Inclusion of several questions drawn from previous question papers in chapter-end exercises.

Programming Erlang Joe Armstrong,2013 Describes how to build parallel, distributed systems using the ERLANG programming language.

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