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The Practice of Computing Using Python William F. Punch, Richard J. Enbody, 2017 For courses in Python Programming Introduces Python programming with an emphasis on problem-solving Now in its Third Edition, Practice of Computing Using Python continues to effectively introduce readers to computational thinking using Python, with a strong emphasis on problem solving through computer science. The authors have chosen Python for its simplicity, powerful built-in data structures, advanced control constructs, and practicality. The text is built from the ground up for Python programming, rather than having been translated from Java or C++. Focusing on data manipulation and analysis as a theme, the text allows readers to work on real problems using Internet-sourced or self-generated data sets that represent their own work and interests. The authors also emphasize program development and provide readers of all backgrounds with a practical foundation in programming that suit their needs. Among other changes, the Third Edition incorporates a switch to the Anaconda distribution, the SPYDER IDE, and a focus on debugging and GUIs. Also available with MyProgrammingLab(TM)

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Introduction to Computing Using Python Ljubomir Perkovic,2012-04-13 Perkovic's Introduction to Programming Using Python is more than just an introduction to programming. It is an inclusive introduction to Computer Science that takes the pedagogical approach of the right tool for the job at the right moment, and focuses on application development. The approach is hands-on and problem-oriented, with practice problems and solutions appearing throughout the text. The text is imperative-first, but does not shy away from discussing objects early where appropriate. Discussions of user-defined classes and Object-Oriented Programming appear later in the text, when students have more background and concepts can be motivated. Chapters include an introduction to problem solving techniques and classical algorithms, problem-solving and programming and ways to apply core skills to application development.

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Introduction to Computation and Programming Using Python, revised and expanded edition John V. 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. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of "data science" for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (or MOOC) offered by the pioneering MIT-Harvard collaboration edX. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. The book does not require knowledge of mathematics beyond high school algebra, but does assume that readers are comfortable with rigorous thinking and not intimidated by mathematical concepts. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. Introduction to Computation and Programming Using Python can serve as a stepping-stone to more advanced computer science courses, or as a basic grounding in computational problem solving for students in other disciplines.

A Primer on Scientific Programming with Python Hans Petter Langtangen, 2016-07-28 The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches Matlab-style and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ...

Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015

Introducing Python Bill Lubanovic,2019-11-06 Easy to understand and fun to read, this updated edition of Introducing Python is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

Think Python Allen B. Downey, 2015-12-02 If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, youâ?? Il try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Applied Scientific Computing Peter R. Turner, Thomas Arildsen, Kathleen Kavanagh, 2018-07-18 This easy-to-understand textbook presents a modern approach to learning numerical methods (or scientific computing), with a unique focus on the modeling and applications of the mathematical content. Emphasis is placed on the need for, and methods of, scientific computing for a range of different types of problems, supplying the evidence and justification to motivate the

reader. Practical guidance on coding the methods is also provided, through simple-to-follow examples using Python. Topics and features: provides an accessible and applications-oriented approach, supported by working Python code for many of the methods; encourages both problem- and project-based learning through extensive examples, exercises, and projects drawn from practical applications; introduces the main concepts in modeling, python programming, number representation, and errors; explains the essential details of numerical calculus, linear, and nonlinear equations, including the multivariable Newton method; discusses interpolation and the numerical solution of differential equations, covering polynomial interpolation, splines, and the Euler, Runge-Kutta, and shooting methods; presents largely self-contained chapters, arranged in a logical order suitable for an introductory course on scientific computing. Undergraduate students embarking on a first course on numerical methods or scientific computing will find this textbook to be an invaluable guide to the field, and to the application of these methods across such varied disciplines as computer science, engineering, mathematics, economics, the physical sciences, and social science.

Numerical Computing with Python Pratap Dangeti, Allen Yu, Claire Chung, Aldrin Yim, Theodore Petrou, 2018-12-21 Understand, explore, and effectively present data using the powerful data visualization techniques of Python Key Features Use the power of Pandas and Matplotlib to easily solve data mining issues Understand the basics of statistics to build powerful predictive data modelsGrasp data mining concepts with helpful use-cases and examplesBook Description Data mining, or parsing the data to extract useful insights, is a niche skill that can transform your career as a data scientist Python is a flexible programming language that is equipped with a strong suite of libraries and toolkits, and gives you the perfect platform to sift through your data and mine the insights you seek. This Learning Path is designed to familiarize you with the Python libraries and the underlying statistics that you need to get comfortable with data mining. You will learn how to use Pandas, Python's popular library to analyze different kinds of data, and leverage the power of Matplotlib to generate appealing and impressive visualizations for the insights you have derived. You will also explore different machine learning techniques and statistics that enable you to build powerful predictive models. By the end of this Learning Path, you will have the perfect foundation to take your data mining skills to the next level and set yourself on the path to become a sought-after data science professional. This Learning Path includes content from the following Packt products: Statistics for Machine Learning by Pratap DangetiMatplotlib 2.x By Example by Allen Yu, Claire Chung, Aldrin YimPandas Cookbook by Theodore PetrouWhat you will learnUnderstand the statistical fundamentals to build data modelsSplit data into independent groups Apply aggregations and transformations to each groupCreate impressive data visualizationsPrepare your data and design models Clean up data to ease data analysis and visualizationCreate insightful visualizations with Matplotlib and SeabornCustomize the model to suit your own predictive goalsWho this book is for If you want to learn how to use the many libraries of Python to extract impactful information from your data and present it as engaging visuals, then this is the ideal

Learning Path for you. Some basic knowledge of Python is enough to get started with this Learning Path.

Python Programming John M. Zelle,2004 This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Effective Computation in Physics Anthony Scopatz, Kathryn D. Huff, 2015-06-25 More physicists today are taking on the role of software developer as part of their research, but software development isnâ??t always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. Youâ??ll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

Problem Solving with Algorithms and Data Structures Using Python Bradley N. Miller, David L. Ranum, 2011 Thes book has three key features: fundamental data structures and algorithms; algorithm analysis in terms of Big-O running time in introducied early and applied throught; pytohn is used to facilitates the success in using and mastering data structures and algorithms.

A Student's Guide to Python for Physical Modeling Jesse M. Kinder, Philip Nelson, 2021-08-03 A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations

Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.

Computing for Biologists Ran Libeskind-Hadas, Eliot Bush, 2014-09-22 Computing is revolutionizing the practice of biology. This book, which assumes no prior computing experience, provides students with the tools to write their own Python programs and to understand fundamental concepts in computational biology and bioinformatics. Each major part of the book begins with a compelling biological question, followed by the algorithmic ideas and programming tools necessary to explore it: the origins of pathogenicity are examined using gene finding, the evolutionary history of sex determination systems is studied using sequence alignment, and the origin of modern humans is addressed using phylogenetic methods. In addition to providing general programming skills, this book explores the design of efficient algorithms, simulation, NP-hardness, and the maximum likelihood method, among other key concepts and methods. Easy-to-read and designed to equip students with the skills to write programs for solving a range of biological problems, the book is accompanied by numerous programming exercises, available at www.cs.hmc.edu/CFB.

Python Programming and Numerical Methods Qingkai Kong, Timmy Siauw, Alexandre Bayen, 2020-11-27 Python Programming and Numerical Methods: A Guide for Engineers and Scientists introduces programming tools and numerical methods to engineering and science students, with the goal of helping the students to develop good computational problem-solving techniques through the use of numerical methods and the Python programming language. Part One introduces fundamental programming concepts, using simple examples to put new concepts quickly into practice. Part Two covers the fundamentals of algorithms and numerical analysis at a level that allows students to quickly apply results in practical settings. - Includes tips, warnings and try this features within each chapter to help the reader develop good programming practice - Summaries at the end of each chapter allow for quick access to important information - Includes code in Jupyter notebook format that can be directly run online

Murach's Python Programming (2nd Edition) Joel Murach, Michael Urban, 2021-04 If you want to learn how to program but dont know where to start, this is the right book and the right language for you. From the first page, our self-paced approach will help you build competence and confidence in your programming skills. And Python is the best language ever for learning how to program because of its simplicity and breadthtwo features that are hard to find in a single language. But this isnt just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn

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Python for Scientists John M. Stewart,2017-07-20 Scientific Python is taught from scratch in this book via copious, downloadable, useful and adaptable code snippets. Everything the working scientist needs to know is covered, quickly providing researchers and research students with the skills to start using Python effectively.

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. 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

Scientific Computing with Python - Second Edition CLAUS. FUHRER, Olivier Verdier, Jan Erik Solem, 2021-07-23 Leverage this example-packed, comprehensive guide for all your Python computational needs Key Features: Learn the first steps within Python to highly specialized concepts Explore examples and code snippets taken from typical programming situations within scientific computing. Delve into essential computer science concepts like iterating, object-oriented programming, testing, and MPI presented in strong connection to applications within scientific computing. Book Description: Python has tremendous potential within the scientific computing domain. This updated edition of Scientific Computing with Python features new chapters on graphical user interfaces, efficient data processing, and parallel computing to help you perform mathematical and scientific computing efficiently using Python. This book will help you to explore new Python syntax features and create different models using scientific computing principles. The book presents Python alongside mathematical applications and demonstrates how to apply Python concepts in computing with the help of examples involving Python 3.8.

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Table of Contents The Practice Of Computing Using Python 2nd Edition Pdf

- 1. Understanding the eBook The Practice Of Computing Using Python 2nd Edition Pdf
 - The Rise of Digital Reading The Practice Of Computing Using Python 2nd Edition Pdf
 - Advantages of eBooks Over Traditional Books
- 2. Identifying The Practice Of Computing Using Python 2nd Edition Pdf
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an The Practice Of Computing Using Python 2nd Edition Pdf
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from The Practice Of Computing Using Python 2nd Edition Pdf
 - Personalized Recommendations
 - The Practice Of Computing Using Python 2nd Edition Pdf User Reviews and Ratings
 - The Practice Of Computing Using Python 2nd Edition Pdf and Bestseller Lists
- 5. Accessing The Practice Of Computing Using Python 2nd Edition Pdf Free and Paid eBooks
 - The Practice Of Computing Using Python 2nd Edition Pdf Public Domain eBooks
 - The Practice Of Computing Using Python 2nd

- Edition Pdf eBook Subscription Services
- The Practice Of Computing Using Python 2nd Edition Pdf Budget-Friendly Options
- 6. Navigating The Practice Of Computing Using Python 2nd Edition Pdf eBook Formats
 - ePub, PDF, MOBI, and More
 - The Practice Of Computing Using Python 2nd Edition Pdf Compatibility with Devices
 - The Practice Of Computing Using Python 2nd Edition Pdf Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of The Practice
 Of Computing Using Python 2nd Edition Pdf
 - Highlighting and Note-Taking The Practice Of Computing Using Python 2nd Edition Pdf
 - Interactive Elements The Practice Of Computing Using Python 2nd Edition Pdf
- 8. Staying Engaged with The Practice Of Computing Using Python 2nd Edition Pdf
 - Joining Online Reading Communities
 - o Participating in Virtual Book Clubs
 - Following Authors and Publishers The Practice
 Of Computing Using Python 2nd Edition Pdf
- 9. Balancing eBooks and Physical Books The Practice Of Computing Using Python 2nd Edition Pdf
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection The Practice Of Computing Using Python 2nd Edition Pdf
- 10. Overcoming Reading Challenges

- Dealing with Digital Eye Strain
- Minimizing Distractions
- Managing Screen Time
- 11. Cultivating a Reading Routine The Practice Of Computing Using Python 2nd Edition Pdf
 - Setting Reading Goals The Practice Of Computing Using Python 2nd Edition Pdf
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of The Practice Of Computing Using Python 2nd Edition Pdf
 - Fact-Checking eBook Content of The Practice Of Computing Using Python 2nd Edition Pdf
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - $\circ \ \ Integration \ of \ Multimedia \ Elements$
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