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Python Playground Projects Curious Programmer

Python Playground: Review - Intermediate Python Projects 3 Great Books for Learning Python - Beginner to Proficiency Best Programming Languages #programming #coding #javascript C++ Developer Learns Python Coding for 1 Month Versus 1 Year #shorts #coding Have you read these FANTASTIC PYTHON BOOKS? LEARN PYTHON! 20 Programming Projects That Will Make You A God At Coding 9 HOURS of Python Projects - From Beginner to Advanced I've Read Over 100 Books on Python. Here are the Top 3 C++ Coders Be Like I've read over 100 coding books. Here's what I learned These coding projects give you an unfair advantage 5 Mini Python Projects - For Beginners Learn Python With This ONE Project! Software Engineer Ranks Programming Languages 5 IMPRESSIVE Python Resume Projects (You Can Finish in A Weekend) 12 Beginner Python Projects - Coding Course The WORST Programming Languages EVER #shorts A delightful little PYTHON project. Go on, give it a go! Amazing Rotating Python Graphics Design using Turtle ☐ #python #pythonshorts #coding #viral #design 3 EASY Python Project Ideas!! #python #programming #coding Beginner Friendly #python books #shorts I Learned C++ In 24 Hours

Automate the Boring Stuff with Python, 2nd Edition

Mission Python

Scratch 3 Programming Playground

Black Hat Python

Real-World Python

Getting Started with Adafruit Circuit Playground Express

Programming Interactivity

MicroPython Cookbook

Python Flash Cards

Software Architecture with Python

Elements of Programming Interviews

Web Design Playground

Computer Graphics from Scratch

Beyond the Basic Stuff with Python

The Big Book of Small Python Projects

Impractical Python Projects

Python Playground

Python for Scientists

*Python Playground
Projects Curious
Programmer*

OMB No.
3350208674924 edited
by

JAIDYN HICKS

Automate the Boring Stuff with Python,

2nd Edition Make Community, LLC
 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.

Mission Python John Wiley & Sons
 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

No Starch Press

Python Scripting for ArcGIS Pro is the definitive, easy-to-follow guide to writing useful Python code with spatial data in ArcGIS Pro, whether you're new to programming or not.

Scratch 3 Programming Playground
 Packt Publishing Ltd

The Complete Beginner's Guide to Understanding and Building Machine Learning Systems with Python
Machine Learning with Python for Everyone will help you master the processes, patterns, and strategies you need to build effective learning systems, even if you're an absolute beginner. If you can write some Python code, this book is for you, no matter how little college-level math you know. Principal instructor Mark E. Fenner relies on plain-English stories,

pictures, and Python examples to communicate the ideas of machine learning. Mark begins by discussing machine learning and what it can do; introducing key mathematical and computational topics in an approachable manner; and walking you through the first steps in building, training, and evaluating learning systems. Step by step, you'll fill out the components of a practical learning system, broaden your toolbox, and explore some of the field's most sophisticated and exciting techniques. Whether you're a student, analyst, scientist, or hobbyist, this guide's insights will be applicable to every learning system you ever build or use. Understand machine learning algorithms, models, and core machine learning concepts Classify examples with classifiers, and quantify examples with regressors Realistically assess performance of machine learning systems Use feature engineering to smooth rough data into useful forms Chain multiple components into one system and tune its performance Apply machine learning techniques to images and text Connect the core concepts to neural networks and graphical models Leverage the Python scikit-learn library and other powerful tools Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

BLACK HAT PYTHON

Simon and Schuster

You've mastered the basics, conquered the soldering iron, and programmed a robot or two; now you've got a set of skills and tools to take your Arduino exploits further. But what do you do once you've exhausted your to-build list? Arduino Playground will show you how to

keep your hardware hands busy with a variety of intermediate builds, both practical and just-for-fun. Advance your engineering and electronics know-how as you work your way through these 10 complex projects: -A reaction-time game that leverages the Arduino's real-time capabilities -A tool for etching your own printed circuit boards -A regulated, variable-voltage power supply -A kinetic wristwatch winder decked out with LEDs -A garage parking assistant that blinks when your vehicle is perfectly parked -A practical and colorful pH meter -A ballistic chronograph that can measure the muzzle velocity of BB, Airsoft, and pellet guns -A battery saver that prevents accidental discharge -A square-wave generator -A thermometer that tells the temperature using a sequence of colored LEDs Each project begins with a list of required tools and components, followed by the instructions, full sketch, and circuit board templates for the build, as well as directions for building a permanent enclosure. You'll even find the author's design notes, which are sure to provide inspiration for your own inventions. Gather your parts, break out the soldering iron, and get ready to take your Arduino skills to the next level with Arduino Playground. Uses the Arduino Nano and Pro Mini boards.

REAL-WORLD PYTHON

No Starch Press

Put the fun back in Python programming and build your skills as you create 3D simulations and graphics, speech-recognition machine-learning systems, IoT devices, and more. The fully updated 2nd edition is here, now with 5 brand-new projects! Harness the power of Python as you turn code into tangible creations with Python Playground, a collection of 15 inventive projects that

will expand your programming horizons, spark your curiosity, and elevate your coding skills. Go beyond the basics as you write programs to generate art and music, simulate real-world phenomena, and interact with hardware, all through the use of Python and common libraries such as numpy, matplotlib, and Pillow. As you work through the book's projects, you will: Craft intricate Spirograph-like designs with parametric equations and the turtle module Generate music by synthesizing plucked string sounds Transform everyday images into ASCII art, photomosaics, and eye-popping autostereograms Design engaging cellular automata and flocking simulations Explore the realm of 3D graphics, from basic shape rendering to visualizing MRI scan data Build a Raspberry Pi-powered laser show that dances along with music New to this edition: We've expanded your playground with five new projects: you'll draw fractals, bring Conway's Game of Life into 3D space, and use a Raspberry Pi and Python to create a musical instrument, an IoT garden monitor, and even a machine learning-driven speech recognition system. Whether you're a seasoned professional or just getting started, you'll find Python Playground to be a great way to learn, experiment with, and master this versatile programming language. Covers Python 3.x

Getting Started with Adafruit Circuit Playground Express Addison-Wesley Professional

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 palingrams - 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.

Programming Interactivity No Starch Press

Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases—learn more than just the syntax! Learn

advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In *Core Python Programming, Second Edition*, leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn

professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

MICROPYTHON COOKBOOK

No Starch Press

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

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

Python Flash Cards Esri Press

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!

Software Architecture with Python No Starch Press

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

Elements of Programming Interviews

Packt Publishing Ltd

Learn how to code while you write programs that effortlessly perform useful feats of automation! The second edition of this international fan favorite includes a brand-new chapter on input validation, Gmail and Google Sheets automations, tips for updating CSV files, and more. If you've ever spent hours renaming files or updating spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? Automate the Boring Stuff with Python, 2nd Edition teaches even the technically uninclined how to write programs that do in minutes what would take hours to do by hand—no prior coding experience required! This new, fully revised edition of Al Sweigart's bestselling Pythonic classic, Automate the Boring Stuff with Python, covers all the basics of Python 3 while exploring its rich library of modules for performing specific tasks, like scraping data off the Web, filling out forms, renaming files, organizing folders, sending email responses, and merging, splitting, or encrypting PDFs. There's also a brand-new chapter on input validation, tutorials on automating Gmail and Google Sheets, tips on automatically updating CSV files, and other recent feats of automations that improve your efficiency. Detailed, step-by-step instructions walk you through each program, allowing you to create useful tools as you build out your programming skills, and updated practice projects at the end of each

chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Boring tasks no longer have to take to get through—and neither does learning Python!

Web Design Playground No Starch Press

Put the fun back in Python programming and build your skills as you create 3D simulations and graphics, speech-recognition machine-learning systems, IoT devices, and more. The fully updated 2nd edition is here, now with 5 brand-new projects! Harness the power of Python as you turn code into tangible creations with Python Playground, a collection of 15 inventive projects that will expand your programming horizons, spark your curiosity, and elevate your coding skills. Go beyond the basics as you write programs to generate art and music, simulate real-world phenomena, and interact with hardware, all through the use of Python and common libraries such as numpy, matplotlib, and Pillow. As you work through the book's projects, you will: Craft intricate Spirograph-like designs with parametric equations and the turtle module Generate music by synthesizing plucked string sounds Transform everyday images into ASCII art, photomosaics, and eye-popping autostereograms Design engaging cellular automata and flocking simulations Explore the realm of 3D graphics, from basic shape rendering to visualizing MRI scan data Build a Raspberry Pi-powered laser show that dances along with music New to this edition: We've expanded your playground with five new projects: you'll draw fractals, bring Conway's Game of Life into 3D space, and use a Raspberry Pi and Python to create a musical instrument, an IoT garden monitor, and

even a machine learning-driven speech recognition system. Whether you're a seasoned professional or just getting started, you'll find Python Playground to be a great way to learn, experiment with, and master this versatile programming language. Covers Python 3.x

Computer Graphics from Scratch Python Playground

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*!

Beyond the Basic Stuff with Python Penguin

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading *C++ Crash Course*, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, *C++ Crash Course* cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility

classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: Fundamental types, reference types, and user-defined types The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm Compile-time polymorphism with templates and run-time polymorphism with virtual classes Advanced expressions, statements, and functions Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities Containers, iterators, strings, and algorithms Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

THE BIG BOOK OF SMALL PYTHON PROJECTS

EPI

Program a graphical adventure game in this hands-on, beginner-friendly introduction to coding in the Python language. Launch into coding with Mission Python, a space-themed guide to building a complete computer game in Python. You'll learn programming fundamentals like loops, strings, and lists as you build Escape!, an exciting game with a map to explore, items to collect, and tricky logic puzzles to solve. As you work through the book, you'll build exercises and mini-projects, like making a spacewalk simulator and creating an astronaut's safety checklist that will put your new Python skills to the test. You'll learn how to use Pygame Zero, a free resource that lets you add

graphics and sound effects to your creations, and you'll get useful game-making tips, such as how to design fun puzzles and intriguing maps. Before you know it, you'll have a working, awesome game to stump your friends with (and some nifty coding skills, too!). You can follow this book using a Raspberry Pi or a Microsoft Windows PC, and the 3D graphics and sound effects you need are provided as a download.

Impractical Python Projects No Starch Press

Computer Graphics from Scratch demystifies the algorithms used in modern graphics software and guides beginners through building photorealistic 3D renders. Computer graphics programming books are often math-heavy and intimidating for newcomers. Not this one. Computer Graphics from Scratch takes a simpler approach by keeping the math to a minimum and focusing on only one aspect of computer graphics, 3D rendering. You'll build two complete, fully functional renderers: a raytracer, which simulates rays of light as they bounce off objects, and a rasterizer, which converts 3D models into 2D pixels. As you progress you'll learn how to create realistic reflections and shadows, and how to render a scene from any point of view. Pseudocode examples throughout make it easy to write your renderers in any language, and links to live JavaScript demos of each algorithm invite you to explore further on your own. Learn how to: Use perspective projection to draw 3D objects on a 2D plane Simulate the way rays of light interact with surfaces Add mirror-like reflections and cast shadows to objects Render a scene from any camera position using clipping planes Use flat, Gouraud, and Phong shading to mimic real surface lighting Paint texture

details onto basic shapes to create realistic-looking objects. Whether you're an aspiring graphics engineer or a novice programmer curious about how graphics algorithms work, Gabriel Gambetta's simple, clear explanations will quickly put computer graphics concepts and rendering techniques within your reach. All you need is basic coding knowledge and high school math. *Computer Graphics from Scratch* will cover the rest.

Python Playground "O'Reilly Media, Inc." Learn how you can control LEDs, make music, and read sensor data using popular microcontrollers such as Adafruit Circuit Playground, ESP8266, and the BBC micro:bit. Key Features: Load and execute your first program with MicroPython. Program an IoT device to retrieve weather data using a RESTful API. Get to grips with integrating hardware, programming, and networking concepts with MicroPython. Book Description: MicroPython is an open source implementation of Python 3 that runs in embedded environments. With MicroPython, you can write clean and simple Python code to control hardware instead of using complex low-level languages like C and C++. This book guides you through all the major applications of the MicroPython platform to build and program projects that use microcontrollers. The MicroPython book covers recipes that'll help you experiment with the programming environment and hardware programmed in MicroPython. You'll find tips and techniques for building a variety of objects and prototypes that can sense and respond to touch, sound, position, heat, and light. This book will take you through the uses of MicroPython with a variety of popular input devices and sensors. You'll learn techniques for

handling time delays and sensor readings, and apply advanced coding techniques to create complex projects. As you advance, you'll get to deal with Internet of Things (IoT) devices and integration with other online web services. Furthermore, you'll also use MicroPython to make music with bananas and create portable multiplayer video games that incorporate sound and light animations into the game play. By the end of the book, you'll have mastered tips and tricks to troubleshoot your development problems and push your MicroPython project to the next level! What you will learn: Execute code without any need for compiling or uploading using REPL (read-evaluate-print-loop). Program and control LED matrix and NeoPixel drivers to display patterns and colors. Build projects that make use of light, temperature, and touch sensors. Configure devices to create Wi-Fi access points and use network modules to scan and connect to existing networks. Use Pulse Width Modulation to control DC motors and servos. Build an IoT device to display live weather data from the Internet at the touch of a button. Who this book is for: If you want to build and program projects that use microcontrollers, this book will offer you dozens of recipes to guide you through all the major applications of the MicroPython platform. Although no knowledge of MicroPython or microcontrollers is expected, a general understanding of Python is necessary to get started with this book.

PYTHON FOR SCIENTISTS

Addison-Wesley Professional
A fast paced guide for JavaScript developers for writing safe, fast, and reusable code by leveraging ResaonML's strong static type system. Key

Features Reduce code errors with the power of type systems Employ static typechecking and genericity to promote code reuse and consistency Understand functional programming which is the foundation of type-driven development

Book Description Type-driven development is an approach that uses a static type system to achieve results including safety and efficiency. Types are used to express relationships and other assumptions directly in the code, and these assumptions are enforced by the compiler before the code is run. Learn Type-Driven Development covers how to use these type systems to check the logical consistency of your code. This book begins with the basic idea behind type-driven development. You'll learn about values (or terms) and how they contrast with types. As you progress through the chapters, you'll cover how to combine types and values inside modules and build structured types out of simpler ones. You'll then understand how to express choices or alternatives directly in the type system using variants, polymorphic variants, and generalized algebraic data types. You'll also get to grips with sum types, build sophisticated data types from generics, and explore functions that express change in the types of values. In the concluding chapters, you'll cover advanced techniques for code reuse, such as parametric polymorphism and subtyping. By end of this book, you will have learned how to iterate through a type-driven process of solving coding problems using static types, together with dynamic behavior, to obtain more safety and speed. What you will learn Use static types to capture information, making programs safer and faster Learn ReasonML from experienced type-driven

developers Enhance safety by simply using basic types Understand the most important type-driven concepts with simple examples Explore a design space using static typing and find the best way to express your system rules Use static types and dynamic runtime in harmony to write even safer and faster code Who this book is for If you're a programmer working with dynamically typed languages and are looking for ways to mitigate production runtime errors, Learn Type-Driven Development is for you. You'll also find this book helpful if you're a programmer working with statically typed languages looking for increased safety and improved performance.

PYTHON PROJECTS

No Starch Press

Summary Web Design Playground takes you step by step from writing your first line of HTML to creating interesting and attractive web pages. In this project-based book, you'll use a custom online workspace, the book's companion Playground, to design websites, product pages, photo galleries, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology How do top designers learn to create beautiful web pages and intuitive user experiences? Great examples, expert mentoring, and lots of practice! Written by web designer and master teacher Paul McFedries, this unique book shapes and sharpens your skills in HTML, CSS, and web page design.

About the Book Web Design Playground takes you step by step from writing your first line of HTML to creating interesting, attractive web pages. In this project-based book, you'll use a custom online workspace to design websites,

product pages, photo galleries, and more. Don't worry about setting up your own servers and domain names—the book comes with a free "playground" which lets you experiment without any of that! You can concentrate on core skills like adding images and video and laying out the page, plus learning typography, responsive design, and the other tools of the web trade. What's inside Getting started with HTML, CSS, and web design A free, fully interactive web design workspace Working with images, color, and fonts Full-color illustrations throughout About the Reader If you can use a browser, you're ready to create web pages! About the Author Paul McFedries has written nearly 100 books, which have sold over four million copies world-wide. Table of Contents PART 1 - GETTING STARTED WITH HTML AND CSS Getting to Know

HTML and CSS Building Your First Web Page Adding Structure to Your Page Formatting Your Web Page Project: Creating a Personal Home Page PART 2 - WORKING WITH IMAGES AND STYLES Adding Images and Other Media Learning More About Styles Floating and Positioning Elements Styling Sizes, Borders, and Margins Project: Creating a Landing Page PART 3 - LAYING OUT A WEB PAGE Learning Page Layout Basics Creating Page Layouts with Flexbox Designing Responsive Web Pages Making Your Images and Typography Responsive Project: Creating a Photo Gallery PART 4 - MAKING YOUR WEB PAGES SHINE More HTML Elements for Web Designers Adding a Splash of Color to Your Web Designs Enhancing Page Text with Typography Learning Advanced CSS Selectors Project: Creating a Portfolio Page

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