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Guida Python Python è uno dei linguaggi di programmazione più usati al mondo. Grazie alla sua sintassi asciutta e potente, ed al supporto multiplatforma, è utilizzato per moltissime tipologie di applicazioni, dal networking, al web, fino al machine learning.

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Python è un linguaggio di programmazione noto per una sintassi essenziale e per il suo utilizzo nello sviluppo di applicazioni molto complesse, tra cui numerose applicazioni web di successo - per le quali è spesso preferito a PHP, con cui però ha in comune la caratteristica di avere un'ampia disponibilità di librerie. Questa nuova edizione - aggiornata alla versione 3 di Python - introduce gli utenti Windows, Mac e Unix all'utilizzo di Python, partendo dai concetti fondamentali per poi passare alla pratica con esemplificazioni di complessità crescente.

Este livro apresenta a linguagem Python 3 de forma básica e introdutória para leitores e estudantes de programação que não possuem conhecimentos prévios da linguagem. Neste texto encontra-se a apresentação de detalhes e informações sobre: características básicas da linguagem, tipos de dados built-in; variáveis; constantes internas; operadores aritméticos; expressões aritméticas; operações de entrada e saída; condições; decisões; operadores relacionais e lógicos; desvios condicionais; ações de divisibilidade; expressões condicionais; laços; sub-rotinas como funções e procedimentos; passagem de parâmetro; funções lambda; programação com módulos; tratamento de dados; estruturas de dados; orientação a objetos; manipulação de arquivos externos; constantes para localização geográfica; conversões entre bases numéricas; simulação para definição de constantes; uso do modo terminal ANSI; plataforma cruzada e aplicação com geometria de tartaruga (turtle graphics).

The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow

your career.

Many books and courses tackle natural language processing (NLP) problems with toy use cases and well-defined datasets. But if you want to build, iterate, and scale NLP systems in a business setting and tailor them for particular industry verticals, this is your guide. Software engineers and data scientists will learn how to navigate the maze of options available at each step of the journey. Through the course of the book, authors Sowmya Vajjala, Bodhisattwa Majumder, Anuj Gupta, and Harshit Surana will guide you through the process of building real-world NLP solutions embedded in larger product setups. You'll learn how to adapt your solutions for different industry verticals such as healthcare, social media, and retail. With this book, you'll:

- Understand the wide spectrum of problem statements, tasks, and solution approaches within NLP
- Implement and evaluate different NLP applications using machine learning and deep learning methods
- Fine-tune your NLP solution based on your business problem and industry vertical
- Evaluate various algorithms and approaches for NLP product tasks, datasets, and stages
- Produce software solutions following best practices around release, deployment, and DevOps for NLP systems
- Understand best practices, opportunities, and the roadmap for NLP from a business and product leader's perspective

Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries

- Create and process objects with Python statements, and learn Python's general syntax model
- Use functions to avoid code redundancy and package code for reuse
- Organize statements, functions, and other tools into larger components with modules
- Dive into classes: Python's object-oriented programming tool for structuring code
- Write large programs with Python's exception-handling model and development tools
- Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

Unleash the power of Python 3 objects About This Book Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical, hands-on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3 Who This Book Is For If you're new

to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. What You Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

A sweeping fictional account of the early Christians, whose unlikely beliefs conquered the world Grippèd by the tale of a Messiah whose blood we drink and body we eat, the genre-defying author Emmanuel Carrère revisits the story of the early Church in his latest work. With an idiosyncratic and at times iconoclastic take on the charms and foibles of the Church fathers, Carrère ferries readers through his “doors” into the biblical narrative. Once inside, he follows the ragtag group of early Christians through the tumultuous days of the faith’s founding. Shouldering biblical scholarship like a camcorder, Carrère re-creates the climate of the New Testament with the acumen of a seasoned storyteller, intertwining his own account of reckoning with the central tenets of the faith with the lives of the first Christians. Carrère puts himself in the shoes of Saint Paul and above all Saint Luke, charting Luke’s encounter with the marginal Jewish sect that eventually became Christianity, and retracing his investigation of its founder, an obscure religious freak who died under notorious circumstances. Boldly blending scholarship with speculation, memoir with journalistic muckraking, Carrère sets out on a headlong chase through the latter part of the Bible, drawing out protagonists who believed they were caught up in the most important events of their time. An expansive and clever meditation on belief, *The Kingdom* chronicles the advent of a religion, and the ongoing quest to find a place within it.

«Everybody should learn to program a computer, because it teaches you how to think» – Steve Jobs

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