

1. Record Nr.	UNINA9910349280603321
Autore	Hunt John
Titolo	Advanced Guide to Python 3 Programming / / by John Hunt
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-25943-9
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXVI, 497 p. 649 illus., 162 illus. in color.)
Collana	Undergraduate Topics in Computer Science, , 1863-7310
Disciplina	005.133
Soggetti	Programming languages (Electronic computers) Python (Computer program language) Database management Programming Languages, Compilers, Interpreters Python Database Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction to Computer Graphics -- Python Turtle Graphics -- Computer Generated Art -- Introduction to Matplotlib -- Graphing with Matplotlib pyplot -- Graphical User Interfaces -- The wxPython GUI library -- Events in wxPython User Interfaces -- PyDraw wxPython Example Application -- StarshipMeteors pygame -- Introduction to Testing -- Introduction to Files, Paths and IO -- Reading and Writing Files -- Stream IO -- Working with CSV Files -- Introduction to Databases -- Python DB-API -- PyMySQL Module -- Introduction to Logging -- Logging in Python -- Introduction to Concurrency and Parallelism -- Inter Thread / Process Synchronisation -- Reactive Programming Introduction -- RxPy Observables, Observers and Subjects -- RxPy Operators and Schedulers -- Introduction to Sockets and Web Services -- Sockets in Python -- Web Services in Python -- Bookshop Web Service. .
Sommario/riassunto	Advanced Guide to Python 3 Programming delves deeply into a host of subjects that you need to understand if you are to develop sophisticated real-world programs. Each topic is preceded by an introduction followed by more advanced topics, along with numerous

examples, that take you to an advanced level. There are nine different sections within the book covering Computer Graphics (including GUIs), Games, Testing, File Input and Output, Databases Access, Logging, Concurrency and Parallelism, Reactive programming, and Networking. Each section is self-contained and can either be read on its own or as part of the book as a whole. This book is aimed at those who have learnt the basics of the Python 3 language but want to delve deeper into Python's ecosystem of additional libraries and modules, to explore concurrency and parallelism, to create impressive looking graphical interfaces, to work with databases and files and to provide professional logging facilities.
