

1.	Record Nr.	UNINA9910695148403321
	Titolo	Homeschooling in the United States--2003 [[electronic resource]] : statistical analysis report
	Pubbl/distr/stampa	[Washington, D.C.] : , : United States Dept. of Education, National Center for Education Statistics, , [2006]
	Descrizione fisica	54 pages : digital, PDF file
	Soggetti	Home schooling - United States
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Title from title screen (viewed on June 30, 2006). "February 2006."
	Nota di bibliografia	Includes bibliographical references.
2.	Record Nr.	UNINA9910349288903321
	Autore	Hunt John
	Titolo	A Beginners Guide to Python 3 Programming // by John Hunt
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
	ISBN	3-030-20290-9
	Edizione	[1st ed. 2019.]
	Descrizione fisica	1 online resource (XXVII, 433 p. 934 illus., 102 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
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	Livello bibliografico	Monografia

Nota di contenuto

Setting up the Python Environment -- A First Python Program -- Python Strings -- Numbers, Booleans and None -- Flow of Control using if statements -- Number Guessing Game -- Recursion -- Introduction to Structured Analysis -- Functions in Python -- Implementing a Calculator using Functions -- Introduction to Functional Programming -- Curried Functions -- Introduction to Object Orientation -- Class Side and Static Behaviour -- Why Bother with Object Orientation? -- Operator Overloading -- Error and Exception Handling -- Python Modules and Packages -- Abstract Base Classes -- Protocols, Polymorphism and Descriptors -- Iterables, Iterators, Generators and Coroutines -- Collection Related Modules -- ADTs, Queues and Stacks -- Map, Filter and Reduce -- TicTacToe Game. .

Sommario/riassunto

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.
