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   Titolo   A Beginners Guide to Python 3 Programming [[electronic resource] /] /
                    by John Hunt

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   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

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   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.