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Titolo	Homeschooling in the United States--2003 [[electronic resource]] : statistical analysis report
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Autore	Hunt John
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## 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.