

1. Record Nr.	UNINA990001641410403321
Autore	Lanessan, Jean Louis de <1843-1919>
Titolo	Manuel d' histoire naturelle medicale / J.L. de Lanessan
Pubbl/distr/stampa	Paris : O. Doin, 1879-1882
Descrizione fisica	3 v. ; 20 cm
Disciplina	610
Locazione	FAGBC
Collocazione	60 616 C 4
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910616398503321
Autore	Wilson Kevin (Kevin Peter), <1978->
Titolo	The Absolute Beginner's Guide to Python Programming : A Step-by-Step Guide with Examples and Lab Exercises / / by Kevin Wilson
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2022
ISBN	9781484287163 1484287169
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Soggetti	Python (Computer program language) Programming languages (Electronic computers) Python Programming Language
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1: What is Python -- Chapter 2: The Basics -- Chapter 3:

Working with Data -- Chapter 4: Flow Control -- Chapter 5: Handling Files -- Chapter 6: Using Functions -- Chapter 7: Using Modules -- Chapter 8: Exception Handling -- Chapter 9: Object Oriented Programming -- Chapter 10: Building an Interface -- Chapter 11: Developing a Game -- Chapter 12: Python Web Development.

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### Sommario/riassunto

Written as an illustrated, step-by-step guide, this book will introduce you to Python with examples using the latest version of the language. You'll begin by learning to set up your Python environment. The next few chapters cover the basics of Python such as language classifications, Python language syntax, and how to write a program. Next, you will learn how to work with variables, basic data types, arithmetic, companion, and Boolean operators, followed by lab exercises. Further, the book covers flow control, using functions, and exception handling, as well as the principles of object-oriented programming and building an interface design. The last section explains how to develop a game by installing PyGame and how to use basic animation, and concludes with coverage of Python web development with web servers and Python web frameworks. The Absolute Beginners Guide to Python Programming will give you the tools, confidence, and inspiration to start writing Python programs. If you are a programmer, developer, or a student, or someone who wants to learn on their own, this book is for you. You will: Gain an understanding of computer programming Understand different data and data types Work with Classes and OOP Build interfaces, simple games, and web development with Python.

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