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	Autore	Nitti di Vito, Francesco
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2.	Record Nr.	UNINA9910787100603321
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Title Page; Copyright Page; Contents at a Glance; Table of Contents; Introduction; About This Book; Foolish Assumptions; Icons Used in This Book; Beyond the Book; Where to Go from Here; Part I: Getting Started with Python; Chapter 1: Talking to Your Computer; Understanding Why You Want to Talk to Your Computer; Knowing that an Application is a Form of Communication; Thinking about procedures you use daily; Writing procedures down; Seeing applications as being like any other procedure; Understanding that computers take things literally; Defining What an Application Is
Understanding that computers use a special language
Helping humans speak to the computer; Understanding Why Python is So Cool; Unearthing the reasons for using Python; Deciding how you can personally benefit from Python; Discovering which organizations use Python; Finding useful Python applications; Comparing Python to other languages; Chapter 2: Getting Your Own Copy of Python; Downloading the Version You Need; Installing Python; Working with Windows; Working with the Mac; Working with Linux; Accessing Python on Your Machine; Using Windows; Using the Mac; Using Linux
Testing Your Installation
Chapter 3: Interacting with Python; Opening the Command Line; Starting Python; Using the command line to your advantage; Using Python environment variables to your advantage; Typing a Command; Telling the computer what to do; Telling the computer you're done; Seeing the result; Using Help; Getting into help mode; Asking for help; Leaving help mode; Obtaining help directly; Closing the Command Line; Chapter 4: Writing Your First Application; Understanding the Integrated DeveLopment Environment (IDLE); Starting IDLE; Using standard commands; Understanding color coding
Getting GUI help
Configuring IDLE; Creating the Application; Opening a new window; Typing the command; Saving the file; Running the Application; Understanding the Use of Indentation; Adding Comments; Understanding comments; Using comments to leave yourself reminders; Using comments to keep code from executing; Loading and Running Existing Applications; Using the command line or terminal window; Using the Edit window; Using the Python Shell window or Python command line; Closing IDLE; Part II: Talking the Talk; Chapter 5: Storing and Modifying Information; Storing Information
Seeing variables as storage boxes
Using the right box to store the data; Defining the Essential Python Data Types; Putting information into variables; Understanding the numeric types; Understanding Boolean values; Understanding strings; Working with Dates and Times; Chapter 6: Managing Information; Controlling How Python Views Data; Making comparisons; Understanding how computers make comparisons; Working with Operators; Defining the operators; Understanding operator precedence; Creating and Using Functions; Viewing functions as code packages; Understanding code reusability
Defining a function

Sommario/riassunto

Learn Python-the fun and easy way-and get in the programming game today! Python is one of the fastest growing programming languages, and no wonder. It requires three to five times less time than developing in Java, is a great building block for learning both procedural and object-oriented programming concepts, and is an ideal language for data analysis. Beginning Programming with Python For Dummies is the perfect guide to this dynamic and powerful programming language-even if you've never coded before! Author John Paul Mueller draws on his vast programming knowledge and experience to guide yo
