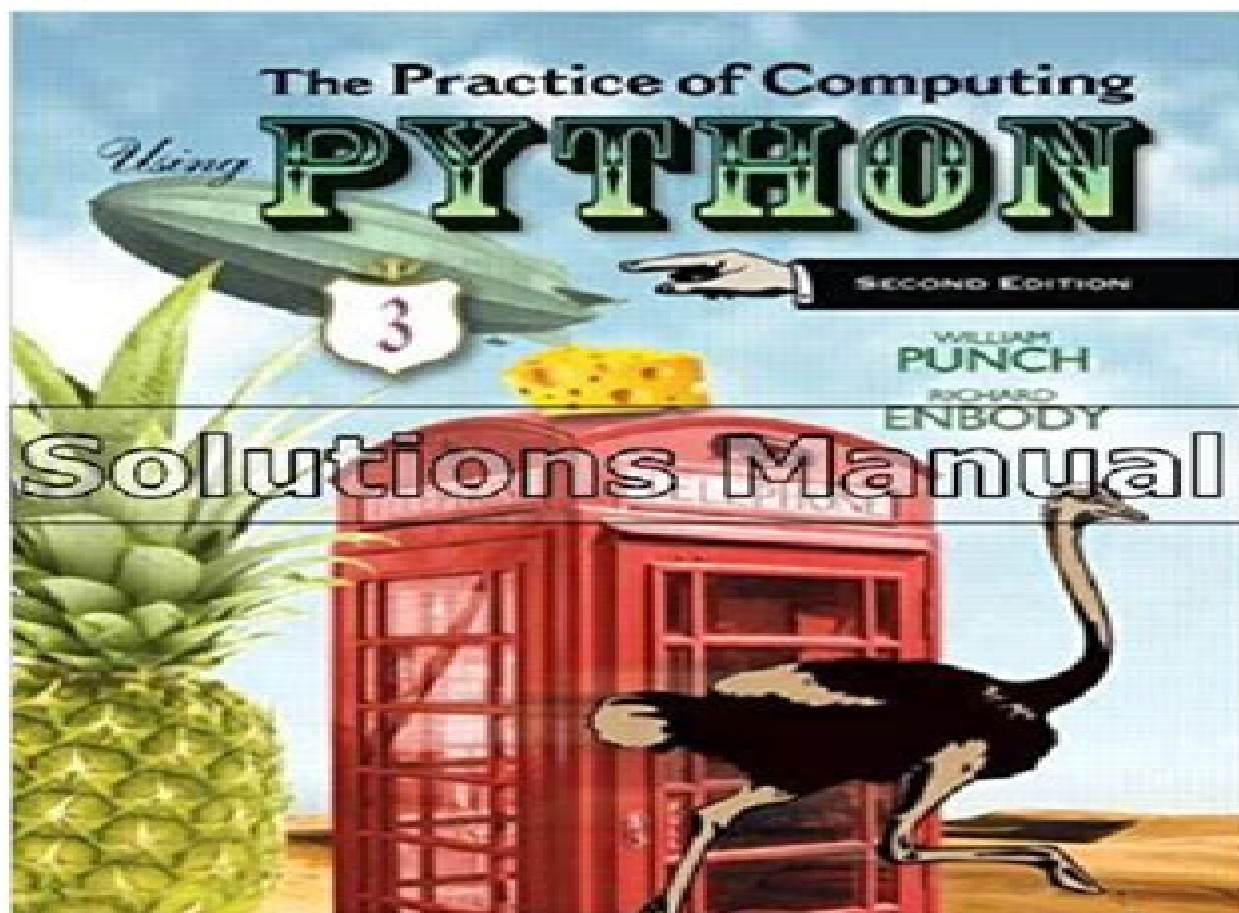


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# The Practice Of Computing Using Python 2nd Edition

**William Punch, Richard Enbody**



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**The Practice of Computing Using Python** William F. Punch, Richard J. Enbody, 2017 For courses in Python Programming Introduces Python programming with an emphasis on problem solving Now in its Third Edition Practice of Computing Using Python continues to effectively introduce readers to computational thinking using Python with a strong emphasis on problem solving through computer science The authors have chosen Python for its simplicity powerful built in data structures advanced control constructs and practicality The text is built from the ground up for Python programming rather than having been translated from Java or C Focusing on data manipulation and analysis as a theme the text allows readers to work on real problems using Internet sourced or self generated data sets that represent their own work and interests The authors also emphasize program development and provide readers of all backgrounds with a practical foundation in programming that suit their needs Among other changes the Third Edition incorporates a switch to the Anaconda distribution the SPYDER IDE and a focus on debugging and GUIs Also available with MyProgrammingLab TM MyProgrammingLab is an online learning system designed to engage students and improve results MyProgrammingLab consists of a set of programming exercises correlated to specific Pearson CS1 Intro to Programming textbooks Through practice exercises and immediate personalized feedback MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages Note You are purchasing a standalone product MyLab TM Mastering TM does not come packaged with this content Students if interested in purchasing this title with MyLab Mastering ask your instructor for the correct package ISBN and Course ID Instructors contact your Pearson representative for more information If you would like to purchase both the physical text and MyLab Mastering search for 0134520513 9780134520513 The Practice of Computing Using Python plus MyProgrammingLab with Pearson eText

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variety of domains It also includes case studies integrated into additional chapters providing students with real life applications using the concepts and tools covered in the chapters

***A Functional Start to Computing with Python*** Ted Herman, 2013-07-26 A Functional Start to Computing with Python enables students to quickly learn computing without having to use loops variables and object abstractions at the start Requiring no prior programming experience the book draws on Python's flexible data types and operations as well as its capacity for defining new functions Along with the specifics of Python the text covers important concepts of computing including software engineering motivation algorithms behind syntax rules advanced functional programming ideas and briefly finite state machines Taking a student friendly interactive approach to teach computing the book addresses more difficult concepts and abstractions later in the text The author presents ample explanations of data types operators and expressions He also describes comprehensions the powerful specifications of lists and dictionaries before introducing loops and variables This approach helps students better understand assignment syntax and iteration by giving them a mental model of sophisticated data first Web Resource The book's supplementary website at <http://functionalfirstpython.com> provides many ancillaries including Interactive flashcards on Python language elements Links to extra support for each chapter Unit testing and programming exercises An interactive Python stepper tool Chapter by chapter points Material for lectures

**Implementing Reproducible Research** Victoria Stodden, Friedrich Leisch, Roger D. Peng, 2018-12-14 In computational science reproducibility requires that researchers make code and data available to others so that the data can be analyzed in a similar manner as in the original publication Code must be available to be distributed data must be accessible in a readable format and a platform must be available for widely distributing the data and code In addition both data and code need to be licensed permissively enough so that others can reproduce the work without a substantial legal burden Implementing Reproducible Research covers many of the elements necessary for conducting and distributing reproducible research It explains how to accurately reproduce a scientific result Divided into three parts the book discusses the tools practices and dissemination platforms for ensuring reproducibility in computational science It describes Computational tools such as Sweave knitr VisTrails Sumatra CDE and the Declaratron system Open source practices good programming practices trends in open science and the role of cloud computing in reproducible research Software and methodological platforms including open source software packages RunMyCode platform and open access journals Each part presents contributions from leaders who have developed software and other products that have advanced the field Supplementary material is available at [www.implementingrr.org](http://www.implementingrr.org)

**Computing with Data** Guy Lebanon, Mohamed El-Geish, 2018-11-28 This book introduces basic computing skills designed for industry professionals without a strong computer science background Written in an easily accessible manner and accompanied by a user friendly website it serves as a self study guide to survey data science and data engineering for those who aspire to start a computing career or expand on their current roles in areas such as applied statistics big data machine learning data mining and

informatics The authors draw from their combined experience working at software and social network companies on big data products at several major online retailers as well as their experience building big data systems for an AI startup Spanning from the basic inner workings of a computer to advanced data manipulation techniques this book opens doors for readers to quickly explore and enhance their computing knowledge Computing with Data comprises a wide range of computational topics essential for data scientists analysts and engineers providing them with the necessary tools to be successful in any role that involves computing with data The introduction is self contained and chapters progress from basic hardware concepts to operating systems programming languages graphing and processing data testing and programming tools big data frameworks and cloud computing The book is fashioned with several audiences in mind Readers without a strong educational background in CS or those who need a refresher will find the chapters on hardware operating systems and programming languages particularly useful Readers with a strong educational background in CS but without significant industry background will find the following chapters especially beneficial learning R testing programming visualizing and processing data in Python and R system design for big data data stores and software craftsmanship **Programming Language**

**Cultures** Brian Lennon,2024-08-27 In this book Brian Lennon demonstrates the power of a philological approach to the history of programming languages and their usage cultures In chapters focused on specific programming languages such as SNOBOL and JavaScript as well as on code comments metasyntactic variables the very early history of programming and the concept of DevOps Lennon emphasizes the histories of programming languages in their individual specificities over their abstract formal or structural characteristics viewing them as carriers and sometimes shapers of specific cultural histories The book s philological approach to programming languages presents a natural sensible and rigorous way for researchers trained in the humanities to perform research on computing in a way that draws on their own expertise Combining programming knowledge with a humanistic analysis of the social and historical dimensions of computing Lennon offers researchers in literary studies STS media and digital studies and technical fields the first technically rigorous approach to studying programming languages from a humanities based perspective [IPython Interactive Computing and Visualization Cookbook](#)

[Cyrille Rossant,2018-01-31](#) Learn to use IPython and Jupyter Notebook for your data analysis and visualization work Key Features Leverage the Jupyter Notebook for interactive data science and visualization Become an expert in high performance computing and visualization for data analysis and scientific modeling A comprehensive coverage of scientific computing through many hands on example driven recipes with detailed step by step explanations Book Description Python is one of the leading open source platforms for data science and numerical computing IPython and the associated Jupyter Notebook offer efficient interfaces to Python for data analysis and interactive visualization and they constitute an ideal gateway to the platform IPython Interactive Computing and Visualization Cookbook Second Edition contains many ready to use focused recipes for high performance scientific computing and data analysis from the latest IPython Jupyter features to

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how to code algorithms The field is ready for a text that not only demonstrates how to use the algorithms that make up machine learning methods but

**Fluent Python** Luciano Ramalho, 2022-03-31 Don't waste time bending Python to fit patterns you've learned in other languages Python's simplicity lets you become productive quickly but often this means you aren't using everything the language has to offer With the updated edition of this hands-on guide you'll learn how to write effective modern Python 3 code by leveraging its best ideas Discover and apply idiomatic Python 3 features beyond your past experience Author Luciano Ramalho guides you through Python's core language features and libraries and teaches you how to make your code shorter faster and more readable Complete with major updates throughout this new edition features five parts that work as five short books within the book Data structures Sequences dicts sets Unicode and data classes Functions as objects First class functions related design patterns and type hints in function declarations Object oriented idioms Composition inheritance mixins interfaces operator overloading protocols and more static types Control flow Context managers generators coroutines async await and thread process pools Metaprogramming Properties attribute descriptors class decorators and new class metaprogramming hooks that replace or simplify metaclasses

Humanities Data Analysis Folger Karsdorp, Mike Kestemont, Allen Riddell, 2021-01-12 A practical guide to data intensive humanities research using the Python programming language The use of quantitative methods in the humanities and related social sciences has increased considerably in recent years allowing researchers to discover patterns in a vast range of source materials Despite this growth there are few resources addressed to students and scholars who wish to take advantage of these powerful tools Humanities Data Analysis offers the first intermediate level guide to quantitative data analysis for humanities students and scholars using the Python programming language This practical textbook which assumes a basic knowledge of Python teaches readers the necessary skills for conducting humanities research in the rapidly developing digital environment The book begins with an overview of the place of data science in the humanities and proceeds to cover data carpentry the essential techniques for gathering cleaning representing and transforming textual and tabular data Then drawing from real world publicly available data sets that cover a variety of scholarly domains the book delves into detailed case studies Focusing on textual data analysis the authors explore such diverse topics as network analysis genre theory onomastics literacy author attribution mapping stylometry topic modeling and time series analysis Exercises and resources for further reading are provided at the end of each chapter An ideal resource for humanities students and scholars aiming to take their Python skills to the next level Humanities Data Analysis illustrates the benefits that quantitative methods can bring to complex research questions Appropriate for advanced undergraduates graduate students and scholars with a basic knowledge of Python Applicable to many humanities disciplines including history literature and sociology Offers real world case studies using publicly available data sets Provides exercises at the end of each chapter for students to test acquired skills Emphasizes visual storytelling via data visualizations

*Introduction to Scientific Computing and Data Analysis* Mark H. Holmes, 2016-05-30 This textbook



provides an introduction to numerical computing and its applications in science and engineering. The topics covered include those usually found in an introductory course as well as those that arise in data analysis. This includes optimization and regression based methods using a singular value decomposition. The emphasis is on problem solving and there are numerous exercises throughout the text concerning applications in engineering and science. The essential role of the mathematical theory underlying the methods is also considered both for understanding how the method works as well as how the error in the computation depends on the method being used. The MATLAB codes used to produce most of the figures and data tables in the text are available on the author's website and SpringerLink.

Utilizing RapidMiner, Python, and R for Data Mining Applications Ramjan, Sarawut, Sunkpho, Jirapon, 2025-05-02. In data mining, powerful tools like RapidMiner, Python, and R revolutionize how organizations gain valuable insights from large amounts of data. RapidMiner offers a visual interface for designing data workflows, making it ideal for both beginners and advanced practitioners. Python provides an environment for automating and customizing data mining tasks, while R is used for its statistical capabilities and packages for advanced analytics. Together, these tools empower data scientists and analysts to apply machine learning algorithms, statistical models, and data preprocessing techniques efficiently, facilitating deeper understanding and data-driven decision making across industries. Utilizing RapidMiner, Python, and R for Data Mining Applications explores the integration and application of these three powerful tools in the context of real-world data mining tasks. It delves into the strengths and features of each tool, showcasing how they can be leveraged individually or in combination to handle various stages of the data mining pipeline. This book covers topics such as data clustering, software installation, and programming languages and is a useful resource for engineers, business owners, academicians, researchers, and data scientists.

Processing, second edition Casey Reas, Ben Fry, 2014-12-19. The new edition of an introduction to computer programming within the context of the visual arts using the open source programming language Processing, thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing. [www.processing.org](http://www.processing.org) is an open source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and

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Symbolic Regression Gabriel Kronberger, Bogdan Burlacu, Michael Kommenda, Stephan M. Winkler, Michael Affenzeller, 2024-08-16 Symbolic regression SR is one of the most powerful machine learning techniques that produces transparent models searching the space of mathematical expressions for a model that represents the relationship between the predictors and the dependent variable without the need of taking assumptions about the model structure Currently the most prevalent learning algorithms for SR are based on genetic programming GP an evolutionary algorithm inspired from the well known principles of natural selection This book is an in depth guide to GP for SR discussing its advanced techniques as well as examples of applications in science and engineering The basic idea of GP is to evolve a population of solution candidates in an iterative generational manner by repeated application of selection crossover mutation and replacement thus allowing the model structure coefficients and input variables to be searched simultaneously Given that explainability and interpretability are key elements for integrating humans into the loop of learning in AI increasing the capacity for data scientists to understand internal algorithmic processes and their resultant models has beneficial implications for the learning process as a whole This book represents a practical guide for industry professionals and students across a range of disciplines particularly data science engineering and applied mathematics Focused on state of the art SR methods and providing ready to use recipes this book is especially appealing to those working with empirical or semi analytical models in science and engineering

Computational Mathematics Dimitrios Mitsotakis, 2023-06-19 This textbook is a comprehensive introduction to computational mathematics and scientific computing suitable for undergraduate and postgraduate courses It presents both practical and theoretical aspects of the subject as well as advantages and pitfalls of classical numerical methods alongside with computer code and experiments in Python Each chapter closes with modern applications in physics engineering and computer science Features No previous experience in Python is required Includes simplified computer code for fast paced learning and transferable skills development Includes practical problems ideal for project assignments and distance learning Presents both intuitive and rigorous faces of modern scientific computing Provides an introduction to neural networks and machine learning

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