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Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++. Build cloud native applications in Python About This Book This is the only reliable resource that showcases the tools and techniques you need build robust and resilient cloud native applications in Python Learn how to architect your application on both, the AWS and Azure clouds for high availability Assess, monitor, and troubleshoot your applications in the cloud Who This Book Is For This book is ideal for developers with a basic knowledge of Python who want to learn to build, test, and scale their Python-based applications. No prior experience of writing microservices in Python is required. What You Will Learn Get to know "the way of the cloud", including why developing good cloud software is fundamentally about mindset and discipline Know what microservices are and how to design them Create reactive applications in the cloud with third-party messaging providers Build massive-scale, user-friendly GUIs with React and Flux Secure cloud-based web applications: the do's, don'ts, and options Plan cloud apps that support continuous delivery and deployment In Detail

Businesses today are evolving so rapidly that having their own infrastructure to support their expansion is not feasible. As a result, they have been resorting to the elasticity of the cloud to provide a platform to build and deploy their highly scalable applications. This book will be the one stop for you to learn all about building cloud-native architectures in Python. It will begin by introducing you to cloud-native architecture and will help break it down for you. Then you'll learn how to build microservices in Python using REST APIs in an event driven approach and you will build the web layer. Next, you'll learn about Interacting data services and building Web views with React, after which we will take a detailed look at application security and performance. Then, you'll also learn how to Dockerize your services. And finally, you'll learn how to deploy the application on the AWS and Azure platforms. We will end the book by discussing some concepts and techniques around troubleshooting problems that might occur with your applications after you've deployed them. This book will teach you how to craft applications that are built as small standard units, using all the proven best practices and avoiding the usual traps. It's a practical book: we're going to build everything using Python 3 and its amazing tooling ecosystem. The book will take you on a journey, the destination of which, is the creation of a complete Python application based on microservices over the cloud platform Style and approach Filled with examples, this book takes a step-by-step approach to teach you each and every configuration you need to make your application highly available and fault tolerant. Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply microservices to your legacy systems by implementing practical techniques Book Description Python is currently used in many different areas such as software construction, systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one, starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object-oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed. Build real-world Artificial Intelligence applications with Python to

intelligently interact with the world around you

About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time

Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks.

What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it

In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide!

Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application. This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography.

NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader

down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java This volume constitutes the refereed proceedings of the Third International Conference on Computational Intelligence, Security and Internet of Things, ICCISIoT 2020, held in Agartala, India, in December 2020. Due to the COVID-19 pandemic the conference was held online. The 23 full papers and 4 short papers were carefully reviewed and selected from 113 submissions. The papers are organised according to the following topics: computational intelligence, security, and internet of things. Explains how to use the portable music player with a Windows PC or a Macintosh computer to perform functions including play music, store personal contact and calendar information, and use as a portable FireWire drive. Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection. Build clever, collaborative, and powerful automation systems with the Raspberry Pi and Python. Key Features Create your own Pi-Rover or Pi-Hexipod robots Develop practical applications in Python using Raspberry Pi Build your own Jarvis, a highly advanced computerized AI Book Description This Learning Path takes you on a journey in the world of robotics and teaches you all that you can achieve with Raspberry Pi and Python. It teaches you to harness the power of Python with the Raspberry Pi

3 and the Raspberry Pi zero to build superlative automation systems that can transform your business. You will learn to create text classifiers, predict sentiment in words, and develop applications with the Tkinter library. Things will get more interesting when you build a human face detection and recognition system and a home automation system in Python, where different appliances are controlled using the Raspberry Pi. With such diverse robotics projects, you'll grasp the basics of robotics and its functions, and understand the integration of robotics with the IoT environment. By the end of this Learning Path, you will have covered everything from configuring a robotic controller, to creating a self-driven robotic vehicle using Python.

Raspberry Pi 3 Cookbook for Python Programmers - Third Edition by Tim Cox, Dr. Steven Lawrence Fernandes Python Programming with Raspberry Pi by Sai Yamanoor, Srihari Yamanoor Python Robotics Projects by Prof. Diwakar Vaish

What you will learn

- Build text classifiers and predict sentiment in words with the Tkinter library
- Develop human face detection and recognition systems
- Create a neural network module for optical character recognition
- Build a mobile robot using the Raspberry Pi as a controller
- Understand how to interface sensors, actuators, and LED displays
- work Apply machine learning techniques to your models
- Interface your robots with Bluetooth

Who this book is for

This Learning Path is specially designed for Python developers who want to take their skills to the next level by creating robots that can enhance people's lives. Familiarity with Python and electronics will aid understanding the concepts in this Learning Path. Probability is the bedrock of machine learning. You cannot develop a deep understanding and application of machine learning without it. Cut through the equations, Greek letters, and confusion, and discover the topics in probability that you need to know. Using clear explanations, standard Python libraries, and step-by-step tutorial lessons, you will discover the importance of probability to machine learning, Bayesian probability, entropy, density estimation, maximum likelihood, and much more. Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine

learning tools and techniques and understand what algorithms are best suited for any problem. Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today!

What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning.

Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru!

What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source)

Program a graphical adventure game in this hands-on, beginner-friendly introduction to coding in the Python language. Launch into coding with Mission Python, a space-themed guide to building a complete computer game in Python. You'll learn programming fundamentals like loops, strings, and lists as you build Escape!, an exciting game with a map to explore, items to collect, and tricky logic puzzles to solve. As you work through the book, you'll build exercises and mini-projects, like making a spacewalk simulator and creating an astronaut's safety checklist that will put your new Python skills to the test. You'll learn how to use Pygame Zero, a free resource that lets you add graphics and sound effects to your creations, and you'll get useful game-making tips, such as how to design fun puzzles and intriguing maps. Before you know it, you'll have a working, awesome game to stump your friends with (and some nifty coding skills, too!). You can follow this book using a Raspberry Pi or a Microsoft Windows PC, and the 3D graphics and sound effects

you need are provided as a download. Understand data analysis concepts to make accurate decisions based on data using Python programming and Jupyter Notebook Key Features Find out how to use Python code to extract insights from data using real-world examples Work with structured data and free text sources to answer questions and add value using data Perform data analysis from scratch with the help of clear explanations for cleaning, transforming, and visualizing data Book Description Data literacy is the ability to read, analyze, work with, and argue using data. Data analysis is the process of cleaning and modeling your data to discover useful information. This book combines these two concepts by sharing proven techniques and hands-on examples so that you can learn how to communicate effectively using data. After introducing you to the basics of data analysis using Jupyter Notebook and Python, the book will take you through the fundamentals of data. Packed with practical examples, this guide will teach you how to clean, wrangle, analyze, and visualize data to gain useful insights, and you'll discover how to answer questions using data with easy-to-follow steps. Later chapters teach you about storytelling with data using charts, such as histograms and scatter plots. As you advance, you'll understand how to work with unstructured data using natural language processing (NLP) techniques to perform sentiment analysis. All the knowledge you gain will help you discover key patterns and trends in data using real-world examples. In addition to this, you will learn how to handle data of varying complexity to perform efficient data analysis using modern Python libraries. By the end of this book, you'll have gained the practical skills you need to analyze data with confidence. What you will learn Understand the importance of data literacy and how to communicate effectively using data Find out how to use Python packages such as NumPy, pandas, Matplotlib, and the Natural Language Toolkit (NLTK) for data analysis Wrangle data and create DataFrames using pandas Produce charts and data visualizations using time-series datasets Discover relationships and how to join data together using SQL Use NLP techniques to work with unstructured data to create sentiment analysis models Discover patterns in real-world datasets that provide accurate insights Who this book is for This book is for aspiring data analysts and data scientists looking for hands-on tutorials and real-world examples to understand data analysis concepts using SQL, Python, and Jupyter Notebook. Anyone looking to evolve their skills to become data-driven personally and professionally will also find this book useful. No prior knowledge of data analysis or programming is required to get started with this book. The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your

first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, *Beginning Programming with Python For Dummies* is a helpful resource that will set you up for success. Become a Python programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. *Begin to Code with Python* is packed with innovations, from its “Snaps” prebuilt operations to its “Make Something Happen” projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code samples, including complete apps, at: <https://aka.ms/BegintoCodePython/downloads> About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam Learn how to develop your own applications to monitor or control instrumentation hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed examples to develop an interface with Python and C. Organized by interface type, data processing activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important Learn how to use industry-standard interfaces such as RS-232, RS-485, and GPIB Create low-level extension modules in C to interface Python with a variety of hardware and test instruments Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch If you don't cultivate immortality, then you won't become a demon, and if you don't follow the path of ghosts, you won't become a Buddha He's an

ordinary college graduate. He got a spiritual cultivation technique out of curiosity ... From then on, their lives would be different ... [Close] Modeling Creativity (doctoral thesis, 2013) explores how creativity can be represented using computational approaches. Our aim is to construct computer models that exhibit creativity in an artistic context, that is, that are capable of generating or evaluating an artwork (visual or linguistic), an interesting new idea, a subjective opinion. The research was conducted in 2008–2012 at the Computational Linguistics Research Group (CLiPS, University of Antwerp) under the supervision of Prof. Walter Daelemans. Prior research was also conducted at the Experimental Media Research Group (EMRG, St. Lucas University College of Art & Design Antwerp) under the supervision of Lucas Nijs. Modeling Creativity examines creativity in a number of different perspectives: from its origins in nature, which is essentially blind, to humans and machines, and from generating creative ideas to evaluating and learning their novelty and usefulness. We will use a hands-on approach with case studies and examples in the Python programming language. Implement defensive techniques in your ecosystem successfully with Python Key Features Identify and expose vulnerabilities in your infrastructure with Python Learn custom exploit development . Make robust and powerful cybersecurity tools with Python Book Description With the current technological and infrastructural shift, penetration testing is no longer a process-oriented activity. Modern-day penetration testing demands lots of automation and innovation; the only language that dominates all its peers is Python. Given the huge number of tools written in Python, and its popularity in the penetration testing space, this language has always been the first choice for penetration testers. Hands-On Penetration Testing with Python walks you through advanced Python programming constructs. Once you are familiar with the core concepts, you'll explore the advanced uses of Python in the domain of penetration testing and optimization. You'll then move on to understanding how Python, data science, and the cybersecurity ecosystem communicate with one another. In the concluding chapters, you'll study exploit development, reverse engineering, and cybersecurity use cases that can be automated with Python. By the end of this book, you'll have acquired adequate skills to leverage Python as a helpful tool to pentest and secure infrastructure, while also creating your own custom exploits. What you will learn Get to grips with Custom vulnerability scanner development Familiarize yourself with web application scanning automation and exploit development Walk through day-to-day cybersecurity scenarios that can be automated with Python Discover enterprise- or organization-specific use cases and threat-hunting automation Understand reverse engineering, fuzzing, buffer overflows , key-logger development, and exploit development for buffer overflows. Understand web scraping in Python and use it for processing web responses Explore Security Operations Centre (SOC) use cases Get to understand Data Science, Python, and cybersecurity all under one hood Who this book is for If you are a security consultant , developer or a cyber security enthusiast with little or no knowledge of Python and want in-depth insight into how the pen-testing ecosystem and python combine to create offensive tools , exploits , automate cyber security use-cases and much more then this book is for you. Hands-On Penetration Testing with Python guides you through the advanced uses of Python for cybersecurity and pen-testing, helping you to better understand security loopholes within your infrastructure . This is the book for you if you are a student, hobbyist, developer, or designer with little or no programming and hardware prototyping experience,

and you want to develop IoT applications. If you are a software developer or a hardware designer and want to create connected devices applications, then this book will help you get started. The ball python is one of the most beautiful, friendly and widely sold snakes in the pet trade. Learn the most accurate and up-to date information on the husbandry and propagation of this misunderstood species, including tips on how to overcome problems related to feeding. You'll find variation, acclimation, housing, handling, diseases, disorders, treatments and much more in detail. Read this; know all. 78p. color. This book is the first half of The Python Library Reference for Release 3.6.4, and covers chapters 1-18. The second book may be found with ISBN 9781680921090. The original Python Library Reference book is 1920 pages long. This book contains the original page numbers and index, along with the back sections fully intact. While reference-index describes the exact syntax and semantics of the Python language, this library reference manual describes the standard library that is distributed with Python. It also describes some of the optional components that are commonly included in Python distributions. Python's standard library is very extensive, offering a wide range of facilities as indicated by the long table of contents listed below. The library contains built-in modules (written in C) that provide access to system functionality such as file I/O that would otherwise be inaccessible to Python programmers, as well as modules written in Python that provide standardized solutions for many problems that occur in everyday programming. Some of these modules are explicitly designed to encourage and enhance the portability of Python programs by abstracting away platform-specifics into platform-neutral APIs. This book is available for free as a PDF at python.org. The second edition of Duane Bailey's Java Structures considers the design, implementation, and use of data structures using Java 2. The structure package, a collection of nearly 100 different classes implementing a wide variety of data structures, has been the basis of Java Structures for more than five years. Thousands of faculty, students, researchers, industrial and recreational programmers have investigated this lean and well tested approach to data structure design. In this edition, the text develops a heavily tested package that is independent of but consistent with the Collection package offered by Sun. In many cases, the variety of implementations provides the programmer choices of data structure that are not available with the Collection system. For those curricula that make use of the Collection package, the structure package can be easily integrated into existing applications. All classes are fully documented and make consistent use of pre- and post-conditioning, and include support for assertion testing. The second edition also brings a wealth of new resources, including a large number of new and original exercises and drill problems. Throughout the text, exercises appear in the running text to direct a deeper consideration of subtle issues by students. Perhaps the most innovative feature (first found in Bailey's Java Elements) is the inclusion of more than a dozen original lab exercises that focus on interesting and often classic problems of computer science. All code for the book's examples, documentation, and the STRUCTURE package is posted on the book's website at www.mhhe.com/javastructures. Printed manual for PEBL, the Psychological Experiment Building Language, Version 0.11. This book includes full documentation for Tkinter, and also offers extensive examples for many real-world Python/Tkinter applications that will give programmers a quick start on their own projects. Artificial Intelligence (AI) in healthcare promises to improve the accuracy of diagnosis and screening, support clinical care, and assist

in various public health interventions such as disease surveillance, outbreak response, and health system management. But the increasing importance of AI in healthcare means that trustworthy AI is vital to achieve the beneficial impacts on health anticipated by both health professionals and patients. This book presents the proceedings of the 32nd Medical Informatics Europe Conference (MIE2022), organized by the European Federation for Medical Informatics (EFMI) and held from 27 - 30 May 2022 in Nice, France. The theme of the conference was Challenges of Trustable AI and Added-Value on Health. Over 400 submissions were received from 43 countries, and were reviewed in a thorough process by at least three reviewers before being assessed by an SPC co-chair, with papers requiring major revision undergoing further review. Included here are 147 full papers (acceptance rate 54%), 23 short papers and 79 posters from the conference. Topics covered include the usual sub-domains of biomedical informatics: decision support and clinical information systems; clinical research informatics; knowledge management and representation; consumer health informatics; natural language processing; public health informatics; and privacy, ethical and societal aspects, but also innovative approaches to the collection, such as organization and analysis of data and knowledge related to health and wellbeing, as well as theoretical and applied contributions to AI methods and algorithms. Providing an overview of the latest developments in medical informatics, the book will be of interest to all those involved in the development and provision of healthcare today. "Intelligence" has long been considered to be a feature unique to human beings, giving us the capacity to imagine, to think, to deceive, to make complex connections between cause and effect, to devise elaborate strategies for solving problems. However, like all our other features, intelligence is a product of evolutionary change. Until recently, it was difficult to obtain evidence of this process from the frail testimony of a few bones and stone tools. It has become clear in the last 15 years that the origins of human intelligence can be investigated by the comparative study of primates, our closest non-human relatives, giving strong impetus to the case for an "evolutionary psychology", the scientific study of the mind. The interdisciplinary field of fuzzy logic encompass applications in the electrical, industrial, chemical and engineering realms as well as in areas of management and environmental issues, while data mining covers new approaches to big data, massive data, and scalable, parallel and distributed algorithms. This book presents papers from the 6th International Conference on Fuzzy Systems and Data Mining (FSDM 2020). The conference was originally due to be held from 13-16 November 2020 in Xiamen, China, but was changed to an online conference held on the same dates due to ongoing restrictions connected with the COVID-19 pandemic. The annual FSDM conference provides a platform for knowledge exchange between international experts, researchers academics and delegates from industry. This year, the committee received 316 submissions, of which 76 papers were selected for inclusion in the conference; an acceptance rate of 24%. The conference covers four main areas: fuzzy theory; algorithms and systems, which includes topics like stability; foundations and control; and fuzzy applications, which are widely used and cover various types of processing as well as hardware and architecture for big data and time series. Providing a current overview of research and developments in fuzzy logic and data mining, the book will be of interest to all those working in the field of data science. Take your machine learning skills to the next level by mastering Deep Learning concepts and algorithms using Python. About This Book Explore and create intelligent

systems using cutting-edge deep learning techniques Implement deep learning algorithms and work with revolutionary libraries in Python Get real-world examples and easy-to-follow tutorials on Theano, TensorFlow, H2O and more Who This Book Is For This book is for Data Science practitioners as well as aspirants who have a basic foundational understanding of Machine Learning concepts and some programming experience with Python. A mathematical background with a conceptual understanding of calculus and statistics is also desired. What You Will Learn Get a practical deep dive into deep learning algorithms Explore deep learning further with Theano, Caffe, Keras, and TensorFlow Learn about two of the most powerful techniques at the core of many practical deep learning implementations: Auto-Encoders and Restricted Boltzmann Machines Dive into Deep Belief Nets and Deep Neural Networks Discover more deep learning algorithms with Dropout and Convolutional Neural Networks Get to know device strategies so you can use deep learning algorithms and libraries in the real world In Detail With an increasing interest in AI around the world, deep learning has attracted a great deal of public attention. Every day, deep learning algorithms are used broadly across different industries. The book will give you all the practical information available on the subject, including the best practices, using real-world use cases. You will learn to recognize and extract information to increase predictive accuracy and optimize results. Starting with a quick recap of important machine learning concepts, the book will delve straight into deep learning principles using Sci-kit learn. Moving ahead, you will learn to use the latest open source libraries such as Theano, Keras, Google's TensorFlow, and H2O. Use this guide to uncover the difficulties of pattern recognition, scaling data with greater accuracy and discussing deep learning algorithms and techniques. Whether you want to dive deeper into Deep Learning, or want to investigate how to get more out of this powerful technology, you'll find everything inside. Style and approach Python Machine Learning by example follows practical hands on approach. It walks you through the key elements of Python and its powerful machine learning libraries with the help of real world projects. The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step

instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*. The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, *The way of the program*. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer. Your one-stop guide to using Python, creating your own hacking tools, and making the most out of resources available for this programming language

Key Features Comprehensive information on building a web application penetration testing framework using Python Master web application penetration testing using the multi-paradigm programming language Python Detect vulnerabilities in a system or application by writing your own Python scripts

Book Description Python is an easy-to-learn and cross-platform programming language that has unlimited third-party libraries. Plenty of open source hacking tools are written in Python, which can be easily integrated within your script. This book is packed with step-by-step instructions and working examples to make you a skilled penetration tester. It is divided into clear bite-sized chunks, so you can learn at your own pace and focus on the areas of most interest to you. This book will teach you how to code a reverse shell and build an anonymous shell. You will also learn how to hack passwords and perform a privilege escalation on Windows with practical examples. You will set up your own virtual hacking environment in VirtualBox, which will help you run multiple operating systems for your testing environment. By the end of this book, you will have learned how to code your own scripts and mastered ethical hacking from scratch. What you will learn

Code your own reverse shell (TCP and HTTP) Create your own anonymous shell by interacting with Twitter, Google Forms, and SourceForge Replicate Metasploit features and build an advanced shell Hack passwords using multiple techniques (API hooking, keyloggers, and clipboard hijacking) Exfiltrate data from your target Add encryption (AES, RSA, and XOR) to your shell to learn how cryptography is being abused by malware Discover privilege escalation on Windows with practical examples Countermeasures against most attacks

Who this book is for This book is for ethical hackers; penetration testers; students preparing for OSCP, OSCE, GPEN, GXPN, and CEH; information security professionals; cybersecurity consultants; system and network security administrators; and programmers who are keen on learning all about penetration testing. Since its invention in 1993, Inform has been used to design hundreds of interactive novels and short stories in eight languages. This text includes a critical history of interactive writings and the

university games of the 1970s. (Computer Books--Languages/Programming) The second edition of a comprehensive introduction to machine learning approaches used in predictive data analytics, covering both theory and practice. Machine learning is often used to build predictive models by extracting patterns from large datasets. These models are used in predictive data analytics applications including price prediction, risk assessment, predicting customer behavior, and document classification. This introductory textbook offers a detailed and focused treatment of the most important machine learning approaches used in predictive data analytics, covering both theoretical concepts and practical applications. Technical and mathematical material is augmented with explanatory worked examples, and case studies illustrate the application of these models in the broader business context. This second edition covers recent developments in machine learning, especially in a new chapter on deep learning, and two new chapters that go beyond predictive analytics to cover unsupervised learning and reinforcement learning. Whether you're a novice or an advanced practitioner, you'll find this refreshed book more than lives up to its reputation. Programming Python, Third Edition teaches you the right way to code. It explains Python language syntax and programming techniques in a clear and concise manner, with numerous examples that illustrate both correct usage and common idioms. By reading this comprehensive guide, you'll learn how to apply Python in real-world problem domains such as: GUI programming Internet scripting Parallel processing Database management Networked applications Programming Python, Third Edition cover each of these target domains gradually, beginning with in-depth discussions of core concepts and then progressing toward complete programs. Large examples do appear, but only after you've learned enough to understand their techniques and code. Along the way, you'll also learn how to use the Python language in realistically scaled programs--concepts such as Object-Oriented Programming (OOP) and code reuse are recurring side themes throughout this text. If you're interested in Python programming, then this O'Reilly classic needs to be within arm's reach. The wealth of practical advice, snippets of code, and patterns of program design can all be put into use on a daily basis--making your life easier and more productive. Reviews of the second edition: "...about as comprehensive as any book can be." --Dr. Dobb's Journal "If the language had manuals, they would undoubtedly be the texts from O'Reilly... 'Learning Python' and 'Programming Python' are definitive treatments." --SD Times

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