

# Python By Mike McGrath

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*Raspberry Pi 3 in easy steps* Mike McGrath 2016-05-27 The Raspberry Pi is an inexpensive programmable credit-card sized computer that plugs into your TV and a keyboard. It can be used for many of the things that your PC does, like spreadsheets, word-processing and playing games, but its real purpose is to inspire children (and adults) to learn how to program. Over five million Raspberry Pis have been sold worldwide, so far! Raspberry Pi 3 in easy steps starts with the basic components you'll need, setting up the system and logging into the console. Then, in easy steps, it introduces you to the Raspbian operating system that is optimized for the Raspberry Pi. You'll learn how to customize the look and feel of your system, how to navigate the file system, and how to use the powerful system 'shell' to make things happen for you. The new GPIO interface is fully described, and the new NOOBS installer is also described for setup. Raspberry Pi 3 in easy steps enables complete beginners to create their very own computer programs with the Scratch visual programming environment. It also instructs programming in the high-level (human-readable) Python programming language, which is processed by the Python 'interpreter' to produce results fast. Examples demonstrate how to use the included Python 'pygame' module, to make your own games, and how to use the included 'Tkinter' module to create graphical windowed apps. Raspberry Pi 3 in easy steps also illustrates how to control electrical input and output on the Raspberry Pi header from Python scripts, including lighting a lamp, adding more buttons and controlling projects. With the knowledge gained from this book the reader can confidently advance to any future electronic Raspberry Pi project or other explore other programming environments. Covers the latest versions of Python.

**CSS3 in Easy Steps** Mike McGrath 2013-01-31 A guide to enhancing websites using cascading style sheets explains how style sheets determine the presentation of HTML documents, providing examples designed to control the appearance of text, content boxes, tables, and other page elements.

**Coding for Beginners in Easy Steps** Mike McGrath 2022-07-26 Coding forBeginners in easy steps, 2nd edition begins by explaining how to easily create a programming environmenton your own computer, so you can quickly begin to create your own workingprograms by copying the book's examples. Afterdemonstrating the essential building blocks of computer programming itdescribes how to code powerful algorithms and demonstrates how to code classesfor Object Oriented Programming (OOP). Theexamples throughout this book feature the popular Python programming languagebut, additionally, the final chapter demonstrates a comparison example in theC, C++, and Java programming languages to give you a rounded view of computercoding. Thecode in the listed steps within the book is color-coded to precisely match thedefault color-coding of the Python IDLE editor, making it easier for beginnersto grasp. Bythe end of this book, you will have gained a sound understanding of coding andbe able to write your own computer programs that can be run on any compatiblecomputer. Frequentnew releases of the Python programming language are made available as smallimprovements are added to the language. Coding for Beginnersin easy steps and Python in easy stepsboth feature the very latest versions of Python at the time of publication.Python development is one of evolution, rather than revolution, so the examplesprovided in these books can be used in subsequent releases - simply downloadthe latest version of Python then follow the easy steps.

**Machine Learning For Dummies** John Paul Mueller 2021-02-09 One of Mark Cuban's top reads for better understanding A.I. (inc.com, 2021) Your comprehensive entry-level guide to machine learning While machine learning expertise doesn't quite mean you can create your own Turing Test-proofandroid—as in the movie Ex Machina—it is a form of artificial intelligence and one of the most exciting technological means of identifying opportunities and solving problems fast and on a large scale. Anyone who masters the principles of machine learning is mastering a big part of our tech future and opening up incredible new directions in careers that include fraud detection, optimizing search results, serving real-time ads, credit-scoring, building accurate and sophisticated pricing models—and way, way more. Unlike most machine learning books, the fully updated 2nd Edition of Machine Learning For Dummies doesn't assume you have years of experience using programming languages such as Python (R source is also included in a downloadable form with comments and explanations), but lets you in on the ground floor, covering the entry-level materials that will get you up and running building models you need to perform practical tasks. It takes a look at the underlying—and fascinating—math principles that power machine learning but also shows that you don't need to be a math whiz to build fun new tools and apply them to your work and study. Understand the history of AI and machine learning Work with Python 3.8 and TensorFlow 2.x (and R as a download) Build and test your own models Use the latest datasets, rather than the worn out data found in other books Apply machine learning to real problems Whether you want to learn for college or to enhance your business or career performance, this friendly beginner's guide is your best introduction to machine learning, allowing you to become quickly confident using this amazing and fast-developing technology that's impacting lives for the better all over the world.

**Learning Python** Mark Lutz 2013-06-12 Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

**SQL in easy steps, 4th edition** Mike McGrath 2020-07-06 SQL (Structured Query Language) is THE standard language used world-wide for database communication on all popular database software. It allows the storage and manipulation of data both on Windows platforms and on Unix-based platforms, such as Linux. SQL in easy steps, 4th edition begins by explaining how to download and install the free MySQL database server on both Windows and Linux platforms. This allows you to establish an environment in which to develop and administer your own databases. This book makes no assumption that you will have previous knowledge of any programming or scripting language so it's ideal for the newcomer to SQL. Each chapter builds your knowledge of executing database queries. The book contains exciting chapters on how to selectively extract data from within one, or more, databases and there are complete examples that illustrate each aspect of SQL. By the end of this book you will have gained a sound understanding of the Structured Query Language and be able to write your own SQL scripts to insert, extract, and manipulate data. SQL in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin using databases. It is suitable for those with little or no experience of SQL. This book will appeal to all who need a fundamental understanding of database administration with SQL: · Web developers wanting to add database interaction to their web sites · Programmers wanting to add SQL to their skills set · Hobbyists who want to begin creating SQL scripts for upload to their own ISP · Students or those seeking a career in computing. Free, downloadable source code is available from our website so you can check the code against your own work, and get started straight away!

*Python for Kids* Jason Briggs 2012-12-12 Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: ·Use fundamental data structures like lists, tuples, and maps ·Organize and reuse your code with functions and modules ·Use control structures like loops and conditional statements ·Draw shapes and patterns with Python's turtle module ·Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

**Introducing Python** Bill Lubanovic 2019-11-06 Easy to understand and fun to read, this updated edition of Introducing Python is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

*C++ PROGRAMMING IN EASY STEPS.* MIKE. MCGRATH 2017

**PHP & MySQL in easy steps** Mike McGrath 2012-08-24 PHP and MySQL in easy steps will teach the user to write PHP server-side scripts and how to make MySQL database queries. It has an easy-to-follow style that will appeal to: anyone who wants to begin producing data-driven web pages.web developers wanting to add database interaction to their web sites.the programmer who quickly wants to add PHP and MySQL to their skills set.the hobbyist who wants to begin creating scripts for upload to their own ISP.the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP and MySQL. PHP & MySQL in easy steps demonstrates by example how to produce data-driven web pages using the powerful PHP scripting language and the popular free MySQL database server. The book examples provide clear syntax-highlighted code showing how to selectively insert and extract data from databases for presentation on your web browser. PHP & MySQL in easy steps begins by explaining how to install a free web server, the PHP interpreter, and MySQL database server, to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to create an E-Commerce Shopping Cart. This book assumes you have no previous experience of any programming or scripting language so is ideal for the newcomer to PHP and MySQL technologies.

**jQuery in easy steps** Mike McGrath 2012-02-11 jQuery in easy steps instructs you how to script dynamic web pages using the popular jQuery JavaScript library, giving complete examples that illustrate each aspect with colourised source code. jQuery in easy steps begins by explaining how to incorporate the free jQuery library so you can quickly create interactive web page features by copying the book's examples. It demonstrates how to easily select elements of the web page for manipulation and how to simply produce dynamic responses to user events. Examples illustrate various exciting animation effects and how to employ the power of AJAX to load external data without refreshing the entire web page. The book concludes by demonstrating how you can use your acquired knowledge to create your very own distributable plugins for the jQuery library. jQuery in easy steps assumes you will already have some basic knowledge of HTML, CSS, and JavaScript and are now ready to embrace the jQuery philosophy of "write less - do more" to enhance your web pages. It has an easy-to-follow style that will appeal to web developers who want to quickly learn the latest dynamic techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development that need a thorough understanding of jQuery.

**Cool Scratch Projects in easy steps** Sean McManus 2016-08-11 Millions of children and young people worldwide are using Scratch to make their own games and animations. Following on from the success of Scratch Programming in easy steps, Cool Scratch Projects in easy steps gives you great ideas to create computer games and other projects that'll impress your friends and family – and you'll have endless fun creating and playing them! The book provides step-by-step instructions for building projects that show off some of the cool things you can do with Scratch. It starts with two simple projects to get you started. Find out how to: · Make a game with animated cartoon characters · Build a drum machine and make random music · Use anaglyph glasses for 3D effects and 3D Art · Design amazing mazes in a 3D environment · Create your own stop motion films · Use the ScratchJr app to create games and interactive stories anywhere using your iPad or Android tablet Cool Scratch Projects in easy steps has projects for Scratch 2.0 on a PC/Mac and Scratch 1.4 on the Raspberry Pi, and includes a Raspberry Pi Camera Module project. Each project includes suggestions for customizing it, so you can make it your own! Table of Contents: Magic Mirror Gribble! Drum Machine 12 Angry Aliens 3D Artist Space Mine 3D Maze Maker and Circuit Breaker 3D Maze Explorer 3D Maze Explorer: Finishing touches Sprites, Cameras, Action! Super Wheelie in ScratchJr Five shorts

**Building Android Apps** Mike McGrath 2012 Provides information on using App Inventor to build and deploy applications for Android devices.

**Visual Basic in easy steps, 6th edition** Mike McGrath 2019-07-23 Learn to create Windows applications using Visual Basic 2019. Code examples, screenshots, and step-by-step instructions illustrate each aspect of Visual Basic, so you'll be creating your own interactive applications in no time! Visual Basic in easy steps, 6th edition gives you code examples, screenshots, and step-by-step instructions that illustrate each aspect of Visual Basic. You need have no previous knowledge of any programming language so it's ideal if you're a newcomer to Windows programming. Each chapter builds your knowledge of Visual Basic. By the end of this book you will have gained a sound understanding of Visual Basic programming and be able to create your own interactive applications. Visual Basic in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to begin Windows programming. It will appeal to programmers who want to quickly learn the latest Visual Basic techniques, and to the student who is studying computing at school or college, and to those seeking a career in Information Technology who needs a thorough understanding of Visual Basic programming. Table of Contents: 1. Getting started 2. Setting properties 3. Using controls 4. Learning the language 5. Building an application 6. Solving problems 7. Extending the interface 8. Scripting with Visual Basic 9. Harnessing data 10. Employing databases

*JavaScript in easy steps, 6th edition* Mike McGrath 2020-02-27 JavaScript in easy steps, 6th edition instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages.

JavaScript in easy steps, 6th edition begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and elements of web pages via the Document Object Model (DOM). You will learn how JavaScript is used with HTML submission forms and how JavaScript Object Notation (JSON) is used for asynchronous browser-

server communication. The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript.

JavaScript in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. Fully updated since the previous edition, which was published in 2013. Table of Contents: 1. Get Started in JavaScript 2. Perform Useful Operations 3. Manage the Script Flow 4. Use Script Objects 5. Control Numbers and Strings 6. Address the Window Object 7. Interact with the Document 8. Create Web Applications 9. Produce Script Magic

**Python in easy steps** Mike McGrath 2013-07-25 Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colourized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

**Coding for Kids in easy steps** Mike McGrath 2019-02-18 Coding for Kids in easy steps shows how to: · create web pages using HTML (HyperText Markup Language) · add style to web pages using CSS (Cascading Style Sheets) · make interactive web pages using JavaScript programming Coding for Kids in easy steps has an easy-to-follow style that demonstrates coding for web pages in clear examples. It begins by explaining how to make and test a basic web page, then demonstrates how to add text, pictures, links, tables, lists, and buttons to a web page. Next, the reader learns how to specify content color, font, position, and visibility. The book then shows how to add functionality so that web pages can react to user actions. The final chapter brings everything together with a step-by-step example that builds a fun web page containing an interactive game for PC, tablet, or smartphone. Coding for Kids in easy steps assumes the reader has no previous coding experience so is ideal for the newcomer to HTML, CSS, and JavaScript technologies. Get the FREE downloadable sample code to easily check and correct your own code. Table of Contents: Get started with web pages Create web page content Make lists and tables React to clicks Get started with style sheets Get started with scripts Build blocks of code Use built-in functions Grab web page objects Put it all together

**PYTHON IN EASY STEPS.** MIKE. MCGRATH 2018

**Python in easy steps, 2nd Edition** Mike McGrath 2018-07-17 Python in easy steps, 2nd edition instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colorized source code. Python in easy steps, 2nd edition begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps, 2nd edition makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. The Python 3.x language is under active development so frequent new releases are made available as small improvements are added to the language and Python in easy steps, 2nd edition features the very latest versions of Python at the time of publication. Python development is one of evolution, rather than revolution, so the examples provided in the book can be used in subsequent releases – simply download the latest version of Python then follow the easy steps. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps and Raspberry Pi 3 in easy steps. This second edition is updated to cover Python 3.10.

*GO Programming in easy steps* Mike McGrath 2020-11-13 GO Programming in easy steps has an easy-to-follow style that will appeal to anyone who wants to begin coding computer programs with Google's Go programming language. The code in the listed steps within the book is color-coded making it easier for beginners to grasp. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer. GO Programming in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program is executed. GO

Programming in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object-oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs. Table of Contents 1. Get Started 2. Store Values 3. Perform Operations 4. Control Flow 5. Produce Functions 6. Build Structures 7. Create Arrays 8. Harness Time 9. Manage Data 10. Handle Input 11. Employ Concurrency 12. Request Responses

**CSS in Easy Steps** Mike McGrath 2020-02-25 CSS in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin creating stylish web pages. It begins by explaining how Cascading Style Sheets (CSS) can determine the presentation of elements within HTML documents. Examples show how style sheet rules can control content position and appearance, and provide dynamic effects with animation, transformations, and transitions. You will also learn how to design responsive web pages that look great viewed on any device. Each chapter builds your knowledge of style sheets. By the end of this book you will have gained a sound understanding of CSS and be able to create your own exciting interactive web pages. CSS in easy steps, 4th edition contains examples that provide clear syntax-highlighted code showing how to selectively style elements of an HTML document and how to endow elements with interactive functionality, to illustrate each aspect of CSS. CSS in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin creating stylish web pages. It will appeal to programmers who want to quickly learn the latest style sheet techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development who need a thorough understanding of CSS. begins by explaining how Cascading Style Sheets (CSS) can determine the presentation of elements within HTML documents. Examples show how style sheet rules can control content position and appearance, and provide dynamic effects with animation, transformations, and transitions. You will also learn how to design responsive web pages that look great viewed on any device. Each chapter builds your knowledge of style sheets. By the end of this book you will have gained a sound understanding of CSS and be able to create your own exciting interactive web pages. CSS in easy steps, 4th edition contains examples that provide clear syntax-highlighted code showing how to selectively style elements of an HTML document and how to endow elements with interactive functionality, to illustrate each aspect of CSS. CSS in easy steps, 4th edition will appeal to programmers who want to quickly learn the latest style sheet techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development who need a thorough understanding of CSS.

**HTML5 in easy steps, 2nd Edition** Mike McGrath 2017-02-06

**C# Programming in easy steps, 2nd edition** Mike McGrath 2020-05-04 C# Programming in easy steps, 2nd edition will teach you to code applications, and demonstrates every aspect of the C# language you will need to produce professional programming results. Its examples provide clear syntax-highlighted code showing C# language basics including variables, arrays, logic, looping, methods, and classes. C# Programming in easy steps, 2nd edition begins by explaining how to install the free Visual Studio Community Edition, to create an environment in which you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the C# language basics before moving on to provide examples of Object Oriented Programming. The book concludes by demonstrating how you can use your acquired knowledge to create graphic programs for traditional PC Desktop apps, and also as Universal apps for multiple devices. C# Programming in easy steps, 2nd edition has an easy-to-follow style that will appeal to: · Anyone who wants to begin programming in C# · The programmer who quickly wants to add C# to their skills set · The hobbyist who wants to begin creating apps for their own computer · The student, and to those seeking a career in computing, who need a fundamental understanding of C# programming Updated for Visual Studio 2019 Table of contents: 1. Getting started 2. Storing values 3. Performing operations 4. Making statements 5. Devising methods 6. Handling strings 7. Accessing files 8. Solving problems 9. Creating objects 10. Controlling events 11. Building an application 12. Targeting devices

*Beginner's Step-by-Step Coding Course* DK 2020-01-07 With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

*Learn PowerShell Scripting in a Month of Lunches* Don Jones 2017-11-11 Summary Discover how scripting is different from command-line PowerShell, as you explore concrete hands-on examples in this handy guide. The book includes and expands on many of the techniques presented in Learn PowerShell Toolmaking in a Month of Lunches. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Automate it! With Microsoft's PowerShell language, you can write scripts to control nearly every aspect of Windows. Just master a few straightforward scripting skills, and you'll be able to eliminate repetitive manual tasks, create custom reusable tools, and build effective pipelines and workflows. Once you start scripting in PowerShell, you'll be amazed at how many opportunities you'll find to save time and effort. About the Book Learn PowerShell Scripting in a Month of Lunches teaches you how to expand your command-line PowerShell skills into effective scripts and tools. In 27 bite-size lessons, you'll discover instantly useful techniques for writing efficient code, finding and squashing bugs, organizing your scripts into libraries, and much more. Advanced scripters will even learn to access the .NET Framework, store data long term, and create nice user interfaces. What's Inside Designing functions and scripts Effective pipeline usage Dealing with errors and bugs Professional-grade scripting practices About the Reader Written for devs and IT pros comfortable with PowerShell and Windows. About the Authors Don Jones is a PowerShell MVP, speaker, and trainer who has written dozens of books on information technology topics. Jeffery Hicks is a PowerShell MVP and an independent consultant, trainer, and author. Don and Jeff coauthored Manning's Learn Windows PowerShell in a Month of Lunches, Learn PowerShell Toolmaking in a Month of Lunches, and PowerShell in Depth. Table of Contents PART 1 - INTRODUCTION TO SCRIPTING Before you begin Setting up your scripting environment WWPDP: what would PowerShell do? Review: parameter binding and the PowerShell pipeline Scripting language crash course The many forms of scripting (and which to use) Scripts and security PART 2 - BUILDING A POWERSHELL SCRIPT Always design first Avoiding bugs: start with a command Building a basic function and script module Going advanced with your function Objects: the best kind of output Using all the pipelines Simple help: making a comment Dealing with errors Filling out a manifest PART 3 - GROWN-UP SCRIPTING Changing your brain when it comes to scripting Professional-grade scripting An introduction to source control with git Pestering your script Signing your script Publishing your script PART 4 - ADVANCED TECHNIQUES Squashing bugs Making script output prettier Wrapping up the .NET Framework Storing data-not in Excel! Never the end

**JavaScript In Easy Steps** 2003-08-27 JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications(RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX): ·Introducing JavaScript · Performing Operations · Making Statements · Using arrays · Date and Time · Doing Mathematics · Addressing Page Objects · Window Properties · Document Properties· Form Properties · Event Handler· JavaScript in DHTML· JavaScript in e-commerce

**Humanities Data Analysis** Folgert Karsdorf 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

**Coding for Beginners in easy steps** Mike McGrath 2015-05-19 Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer.

**Bash in easy steps** Mike McGrath 2019-02-12 The "Bourne Again Shell" (Bash) is a powerful command-line shell interface that lets you communicate directly with the kernel at the heart of a computer's operating system for total control. Bash is the default shell for Unix-based operating systems Linux, Mac OS X, and Raspbian on Raspberry Pi devices, and is also available to Windows users on the Windows Subsystem for Linux (WSL) . This book will show you how to use the Bash command-line interface and how to employ Bash's programming abilities. Complete examples illustrate each aspect with colorized source code and full-color screenshots depict the actual output. Bash in easy steps begins by demonstrating Bash commands for system navigation and file manipulation so you will quickly become familiar with the command-line interface. It explains all the BASH basics before moving on to describe advanced features such as command history, command-line editing, and environment customization. The book then introduces Bash programming with examples of flow control, command switches, input/output, and debugging - allowing you to create your own executable programs by copying the examples. Bash in easy steps has an easy-to-follow style that will appeal to: · Users who are completely new to Unix-based operating systems · Casual users who wish to expand their knowledge of their computer system · Those who would like to learn coding skills by writing useful shell scripts · The student who is studying programming at school or college · Those seeking a career in computing and need a fundamental understanding of the BASH interpreter on Unix-based operating systems Table of Contents: Getting Started Managing Files Handling Text Editing Commands Customizing Environment Controlling Behavior Performing Operations Directing Flow Employing Functions Handy Reference

**Java** J.W.B. Money 2022-06-04 Reprint of the original, first published in 1861.

**Python All-in-One For Dummies** John C. Shovic 2021-03-29 The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

**C++ Programming in Easy Steps** Mike McGrath 2003-08-27 C++ Programming in easy steps instructs the reader how to program in C++ both on Windows platforms and on Unix-based platforms, such as Linux. It contains separate chapters on the major features of the C++ language. There are complete example programs that illustrate each aspect of C++. C++ Programming in easy steps begins by explaining how to download and install a free C++ compiler so that the reader can quickly begin to create their own executable programs by copying the book's examples. This book makes no assumption that the reader will have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds the reader's knowledge of C++. By the end of this book the reader will have gained a sound understanding of the C++ language and be able to write their own C++ programs and compile them into executable files that can be run on any compatible computer:· Introducing C ++· Storing Data: Performing Operations· Making Statements· Working with strings· Reading and writing files· Using Functions· Creating Classes and Objects· Pointing to Data· Referencing Data· Inheriting Features· Harnessing Polymorphism· Processing Macros· Handling Exceptions· Moving On

**Python in Easy Steps** Mike McGrath 2013 Full-color visual guides, with plenty of screen grabs for ease of reference, cover business and professional skills and all areas of computing. Original.

**Beginning Programming with Python For Dummies** John Paul Mueller 2018-02-13 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.

**PHP 7 in easy steps** Mike McGrath 2016-07-27 PHP 7 in easy steps will teach you to code server-side scripts, and demonstrates every aspect of the language you will need to produce professional web programming results. Its examples provide clear syntax-highlighted code showing PHP language basics including variables, arrays, logic, looping, functions, and classes. PHP 7 in easy steps begins by explaining how to install a free web server and the PHP interpreter to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to access Web Services APIs over HTTP. PHP 7 in easy steps has an easy-to-follow style that will appeal to: anyone who wants to begin producing data-driven web pages.web developers wanting to add server-side interaction to their web sites.the programmer who quickly wants to add PHP to their skills set.the hobbyist who wants to begin creating scripts for upload to their own ISP.the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP. Using examples with free downloadable source code throughout, this guide will help you get started straight away – for smart learning!

John Ladley 2019-11-08 Managing data continues to grow as a necessity for modern organizations. There are seemingly infinite opportunities for organic growth, reduction of costs, and creation of new products and services. It has become apparent that none of these opportunities can happen smoothly without data governance. The cost of exponential data growth and privacy / security concerns are becoming burdensome. Organizations will encounter unexpected consequences in new sources of risk. The solution to these challenges is also data governance; ensuring balance between risk and opportunity. Data Governance, Second Edition, is for any executive, manager or data professional who needs to understand or implement a data governance program. It is required to ensure consistent, accurate and reliable data across their organization. This book offers an overview of why data governance is needed, how to design, initiate, and execute a program and how to keep the program sustainable. This valuable resource provides comprehensive guidance to beginning professionals, managers or analysts looking to improve their processes, and advanced students in Data Management and related courses. With the provided framework and case studies all professionals in the data governance field will gain key insights into launching successful and money-saving data governance program. Incorporates industry changes, lessons learned and new approaches Explores various ways in which data analysts and managers can ensure consistent, accurate and reliable data across their organizations Includes new case studies which detail real-world situations Explores all of the capabilities an organization must adopt to become data driven Provides guidance on various approaches to data governance, to determine whether an organization should be low profile, central controlled, agile, or traditional Provides guidance on using technology and separating vendor hype from sincere delivery of necessary capabilities Offers readers insights into how their organizations can improve the value of their data, through data quality, data strategy and data literacy Provides up to 75% brand-new content compared to the first edition

**Lazy-Ass Gardening** Robert Kourik 2019-03-22 In this lively and inspiring book, veteran horticulturalist Robert Kourik (aka "Bob") unfolds his manifesto of "Inspired Laziness"--using efficiency and forethought to create gardens and landscapes with a lot less work and a lot more enjoyment. By following Kourik's relaxed and readable guidance, both beginning and accomplished gardeners will discover how to save time and money, enrich their soil, increase their yields, and reduce their effort, all while absorbing "Bob's" philosophy of kicking back and growing more good times. Drawing on over four decades of immersing himself in horticultural work (and writing about it), Robert shares his hard-won secrets for the easiest planning, planting, cultivating, landscaping, irrigating, de-pestifying, and finding enjoyment in settings ranging from window-box herbs to showy ornamental plantings to the now-classic "edible landscape." In Lazy-Ass Gardening, you'll learn how to: Ease into gardening, if you're a newbie. Figure out which edibles to raise, with a careful selection of the most care-free varieties and tips for easy growing. Lay out your garden to balance effective growing area with space for enjoyment, relaxation, and play. Cultivate creatively to grow your own nutrients and build healthy self-sustaining (no-till) soil for the future. Attract the best pollinating insects and deter hungry pests. Plan your "hardscape" (paths, patios, arbors, etc.), for an easy-care (and more fun) aspect of your yard or garden. Choose the right plants for your landscape, climate, soil, and water supply, not to mention your aesthetic and nutritional needs. Learn how to develop a personal garden that manifests your own eccentricities. Grow more, stress less.

**Python For Dummies** Stef Maruch 2011-05-09 Python is one of the most powerful, easy-to-read programminglanguages around, but it does have its limitations. This generalpurpose, high-level language that can be extended and embedded is asmart option for many programming problems, but a poor solution toothers. Python For Dummies is the quick-and-easy guide to gettingthe most out of this robust program. This hands-on book will showyou everything you need to know about building programs, debuggingcode, and simplifying development, as well as defining what actionsit can perform. You'll wrap yourself around all of itsadvanced features and become an expert Python user in no time. Thisguide gives you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create, extend, and override classes Access the Internet to enhance your library Understand the new features of Python 2.5 Packed with critical idioms and great resources to maximize yourproductivity, Python For Dummies is the ultimate one-stopinformation guide. In a matter of minutes you'll be familiarwith Python's building blocks, strings, dictionaries, andsets; and be on your way to writing the program that you'vedreamed about!

**Python Programming for the Absolute Beginner: CD-ROM** Michael Dawson 2006

Maurice J. Thompson 2018-04-28 This Box Set Includes 3 Books: Python Programming For Beginners - Learn The Basics Of Python In 7 Days! Python Programming For Intermediates - Learn The Basics Of Python In 7 Days! Python Programming For Advanced - Learn The Basics Of Python In 7 Days! Python Programming For Beginners - Learn The Basics Of Python In 7 Days! Here's what you'll learn from this book:◊Introduction ◊Understanding Python: A Detailed Background ◊How Python Works ◊Python Glossary ◊How to Download and Install Python ◊Python Programming 101: Interacting With Python in Different Ways ◊How to Write Your First Python Program ◊Variables, Strings, Lists, Tuples, Dictionaries ◊About User-Defined Functions ◊How to Write User-Defined Functions in Python ◊About Coding Style ◊Practice Projects: The Python Projects for Your Practice Python Programming For Intermediates - Learn The Basics Of Python In 7 Days! Here's what you'll learn from this book:◊ Shallow copy and deep copy ◊ Objects and classes in Python-including python inheritance, multiple inheritances, and so on ◊ Recursion in Python ◊ Debugging and testing ◊ Fibonacci sequence (definition) and Memoization in Python in Python ◊ Arguments in Python ◊ Namespaces in Python and Python Modules ◊ Simple Python projects for Intermediates Python Programming For Advanced - Learn The Basics Of Python In 7 Days! Here's what you'll learn from this book:◊File management◊Python Iterator◊Python Generator◊Regular Expressions ◊Python Closure◊Python Property◊Python Assert, and◊Simple recap projects Start Coding Now!

*Data Governance*

*Python*