
Thonny Python Ide For Beginners

Embedded System Design with ARM Cortex-M Microcontrollers
IoT System Design
Design and implement computer vision applications with Raspberry Pi, OpenCV, and Python 3, 2nd Edition
Powerful Object-Oriented Programming
Learning Python
Proceedings of the 2015 ACM Conference on Innovation and Technology in Computer Science Education
Game Programming for Teens
Mastering OpenCV 4 with Python
With Raspberry Pi and Arduino Using Python
Fluent Python
The Book
Proceedings of the 8th International Conference on Robot Intelligence Technology and Applications
A crash course to learn Python Programming in 1 Week
Mission Python
Applications with C, C++ and MicroPython
Raspberry Pi Projects for Kids
Non-Programmers Tutorial For Python 2 and 3
Python Tricks
Robot Adventures in Python and C
Build modern IoT solutions with the Raspberry Pi 3 and Python
IoT Machine Learning Applications in Telecom, Energy, and Agriculture
Visual Studio Code for Python Programmers
Raspberry Pi Assembly Language Programming
Project Based Approach
How Computers Really Work
Python Tutorial
ICT Education
Mastering IOT
Internet of Things Programming Projects
Build modern IoT solutions that secure and monitor your IoT infrastructure
Learn how to code in Python on Raspberry Pi or PC
Release 3. 6. 6rc1
Python
Beginning Programming with Python For Dummies
Programming with 64-Bit ARM Assembly Language
Raspbian OS Programming with the Raspberry Pi
81 Easy Practice Programs
IoT Projects with Wolfram, Mathematica, and Scratch
A Practical Guide for Librarians
Python 101

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Embedded System Design with ARM Cortex-M

Microcontrollers Apress

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an

extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The [Glossary](#) is also worth going through.

IoT System Design John

Wiley & Sons
Perform a wide variety of computer vision tasks such as image processing and manipulation, feature and object detection, and image restoration to build real-life computer vision applications
Key Features
Explore the potential of computer vision with Raspberry Pi and Python programming
Perform computer vision tasks such as image processing and manipulation using OpenCV and Raspberry Pi
Discover easy-to-follow examples and screenshots to implement popular computer vision techniques and applications
Book Description
Raspberry Pi is one of the popular single-board computers of our generation. All the major image processing and computer vision algorithms and operations can be implemented easily with OpenCV on Raspberry Pi. This updated second edition is packed with cutting-edge examples and new topics, and covers the latest versions of key technologies such as Python 3, Raspberry Pi, and OpenCV. This book will equip you with the skills required to successfully design and implement your own OpenCV, Raspberry Pi,

and Python-based computer vision projects. At the start, you'll learn the basics of Python 3, and the fundamentals of single-board computers and NumPy. Next, you'll discover how to install OpenCV 4 for Python 3 on Raspberry Pi, before covering major techniques and algorithms in image processing, manipulation, and computer vision. By working through the steps in each chapter, you'll understand essential OpenCV features. Later sections will take you through creating graphical user interface (GUI) apps with GPIO and OpenCV. You'll also learn to use the new computer vision library, Mahotas, to perform various image processing operations. Finally, you'll explore the Jupyter Notebook and how to set up a Windows computer and Ubuntu for computer vision. By the end of this book, you'll be able to confidently build and deploy computer vision apps. What you will learn Set up a Raspberry Pi for computer vision applications Perform basic image processing with libraries such as NumPy, Matplotlib, and OpenCV Demonstrate arithmetical, logical, and other operations on images Work with a USB webcam

and the Raspberry Pi Camera Module Implement low-pass and high-pass filters and understand their applications in image processing Cover advanced techniques such as histogram equalization and morphological transformations Create GUI apps with Python 3 and OpenCV Perform machine learning with K-means clustering and image quantization Who this book is for This book is for beginners as well as experienced Raspberry Pi and Python 3 enthusiasts who are looking to explore the amazing world of computer vision. Working knowledge of the Python 3 programming language is assumed.

Design and implement computer vision applications with Raspberry Pi, OpenCV, and Python 3, 2nd Edition Apress

Build sensor networks with Python and MicroPython using XBee radio modules, Raspberry Pi, and Arduino boards. This revised and updated edition will put all of these together to form a sensor network, and show you how to turn your Raspberry Pi into a MySQL database server to store your sensor data! You'll

review the different types of sensors and sensor networks, along with new technology, including how to build a simple XBee network. You'll then walk through building an sensor nodes on the XBee, Raspberry Pi, and Arduino, and also learn how to collect data from multiple sensor nodes. The book also explores different ways to store sensor data, including writing to an SD card, sending data to the cloud, and setting up a Raspberry Pi MySQL server to host your data. You'll even learn how to connect to and interact with a MySQL database server directly from an Arduino! Finally you'll see how to put it all together by connecting your sensor nodes to your new Raspberry Pi database server. If you want to see how well XBee, Raspberry Pi, and Arduino can get along, especially to create a sensor network, then Beginning Sensor Networks with XBee, Raspberry Pi, and Arduino is just the book you need. What You'll Learn Code your sensor nodes with Python and MicroPython Work with new XBee 3 modules Host your data on Raspberry Pi Get started with MySQL Create sophisticated

sensor networks Who This Book Is For Those interested in building or experimenting with sensor networks and IoT solutions, including those with little or no programming experience. A secondary target includes readers interested in using XBee modules with Raspberry Pi and Arduino, those interested in controlling XBee modules with MicroPython.

Powerful Object-Oriented Programming No Starch Press

"This essential guidebook will teach librarians all they need to know about the tools, supplies, techniques, and science behind e-textiles and how to design successful collections and programs around this hot new topic"--

Learning Python Packt Publishing Ltd

This textbook introduces basic and advanced embedded system topics through Arm Cortex M microcontrollers, covering programmable microcontroller usage starting from basic to advanced concepts using the STMicroelectronics Discovery development board. Designed for use in upper-level undergraduate and graduate courses on

microcontrollers, microprocessor systems, and embedded systems, the book explores fundamental and advanced topics, real-time operating systems via FreeRTOS and Mbed OS, and then offers a solid grounding in digital signal processing, digital control, and digital image processing concepts — with emphasis placed on the usage of a microcontroller for these advanced topics. The book uses C language, "the" programming language for microcontrollers, C++ language, and MicroPython, which allows Python language usage on a microcontroller. Sample codes and course slides are available for readers and instructors, and a solutions manual is available to instructors. The book will also be an ideal reference for practicing engineers and electronics hobbyists who wish to become familiar with basic and advanced microcontroller concepts. **Proceedings of the 2015 ACM Conference on Innovation and Technology in Computer Science Education** Apress Utilizes a hands-on approach to the fundamental principles

and techniques of game programming, covering such topics as graphics, BlitzMax, audio, and special effects as it takes readers step-by-step through the process of creating a simple game. Game Programming for Teens

Learn coding and electronics through 12 original and daring projects that hack wireless signals. The Raspberry Pi is an inexpensive, pocket-sized computer that will help you build and code your own hardware projects. Raspberry Pi Projects for Kids will show you how to harness the power of the Raspberry Pi to create 12 cool projects using simple code and common materials like a webcam, microphone, and LED lights. Step-by-step instructions and detailed diagrams guide you through each project. After a brief introduction to the Python programming language, you'll learn how to:

- Create an LED night-light that turns itself on and off
- Set up a Raspberry Pi camera to take selfies and videos
- Set up a webcam to stream video to your cell phone
- Manipulate environments in Minecraft
- Hijack local radio waves to play your own songs

and recordings •
 Configure Raspberry Pi to send texts to a cell phone • Track your family members' locations via wi-fi and Bluetooth • Create an MP3 player • Set up a camera to take motion-triggered photos of wildlife • Control the electronics in your home with your cell phone • Teach Raspberry Pi to read aloud posts from your Twitter feed • Play "Rock, Paper, Scissors" against Raspberry Pi
 Raspberry Pi Projects for Kids will deliver hours of fun and endless inspiration!
Mastering OpenCV 4 with Python Rockridge Press
 Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find *The Big Book of Small Python Projects* both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice recreating the programs and experiment by adding your own custom touches.

These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text
 If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of *The Big Book of Small Python Projects*. It's proof that good things come in small programs!

With Raspberry Pi and Arduino Using Python
 Springer Nature

In this book the author stresses software as the most important topic in modern robotics. In particular the book concentrates on software for mobile robots, and the author demonstrates how

inexpensive solutions can be constructed by mounting Raspberry Pi controllers and cameras onto model cars or other simple mechanical drive systems. He introduces EyeSim-VR, a freely available system that can realistically simulate driving, swimming, diving, and walking robots. The emphasis throughout is on algorithm development and all software assignments can run on real robot hardware, as well as on the simulation system presented. The book is suitable for undergraduate and graduate courses in artificial intelligence and robotics, and also for self-study by practitioners. All software used in this book, including all example programs, can be freely downloaded online, with native applications for MacOS, Windows, Linux, and Raspberry Pi.

Fluent Python Course
 Technology Ptr

Become proficient and efficient with Visual Studio Code and learn how to integrate all your external tools! Visual Studio Code for Python Programmers helps Python developers become not just familiar, but productive in Visual Studio Code. To start, you'll find the steps for

installing Visual Studio Code on Windows, Mac and Linux platforms, along with an introduction to the editing features of the workspace. Coverage of more advanced functionality includes managing source code, debugging, unit testing, and Jupyter Notebook support. The book finishes with a walk-through of real-world projects which utilize Visual Studio Code features introduced in the book. For developers, the choice of an editor is a very personal one. You have idiosyncratic needs and wants that are unique to you as a developer. This book will help you learn how to customize Visual Studio Code to meet your needs and Python development workflow. Introduces you to the features of the Visual Studio Code workspace and how those features can be customized Demonstrates how Visual Studio Code allows you to choose your structure according to your needs Covers editing code in Python, including syntax highlighting, code completion, object definition, refactoring, and code navigation Describes Git integration and how to perform common Git functions (commits, checkouts, branches, and

merges) from within Visual Studio Code Highlights debugging features for Python developers A final section on Real World Applications will step you through several examples (and features integration with Django, Flask, Jupyter Notebook, Docker, and Azure), so you can hit the ground running with Visual Studio Code. *The Book* No Starch Press An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key Features Gain comprehensive knowledge of Python GUI development using PyQt 5.12 Explore advanced topics including multithreaded programming, 3D animation, and SQL databases Build cross-platform GUIs for Windows, macOS, Linux, and Raspberry Pi Book Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available to teach Python programmers how to use it. This book aims to remedy the problem by

providing comprehensive coverage of GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will then learn how to build forms using QWidgets and learn about important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using

setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learn Get to grips with the inner workings of PyQt5 Learn how elements in a GUI application communicate with signals and slots Learn techniques for styling an application Explore database-driven applications with the QtSQL module Create 2D graphics with QPainter Delve into 3D graphics with QOpenGLWidget Build network and web-aware applications with QtNetwork and QtWebEngine Who this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

Proceedings of the 8th International Conference on Robot Intelligence Technology and Applications John Wiley &

Sons Create advanced applications with Python and OpenCV, exploring the potential of facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python language. In this book, you'll get started by setting up OpenCV and delving into the key

concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters, you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image

processing techniques
 Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms
 Brush up on contour detection, filtering, and drawing Work with Augmented Reality to build marker-based and markerless applications
 Work with the main machine learning algorithms in OpenCV
 Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications
 Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV and Python programming is a must.

A crash course to learn Python Programming in 1 Week Packt Publishing Ltd Master the command line and Raspbian Linux as well as the physical connections of the Pi. With this book you'll develop skills applicable to other real world applications in both hardware and software development all while working on simple and fun

IoT projects that you can do yourself. You'll learn to build programs on the top of Raspbian OS in Raspberry Pi boards. Start by using Raspbian shells to develop programs. Then follow projects and samples step-by-step to get new experiences in Raspbian OS development. You'll also learn the Wolfram Language and Mathematica, Scratch, IoT programs and IoT middleware, Node-RED, Interactive Data Visualization with Jupyter Notebook, and more. There are many features in Raspbian OS and on Raspberry Pi boards perfect for building an IoT program to suite various scenarios. The GPIO pins on your Raspberry Pi allow it to scale further to accomplish all kinds of projects and tasks. Raspbian OS Programming with the Raspberry Pi is your pathway to exploring all of this. What You'll Learn Discover the basics of programming in the Raspbian OS environment Work with the Raspbian Commandline Develop programs with the Wolfram Language and Mathematica Who This Book Is For Students and hobbyists interested in programming on Raspbian

OS with Raspberry Pi boards.
Mission Python Apress Leverage the full potential of IoT with the combination of Raspberry Pi 3 and Python and architect a complete IoT system that is the best fit for your organization Key Features Build complex Python-based applications with IoT Explore different concepts, technologies, and tradeoffs in the IoT architectural stack Delve deep into each element of the IoT design—from sensors to the cloud Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. We'll begin our journey with an introduction to Raspberry Pi and quickly jump right into Python programming. We'll learn all concepts through multiple projects, and then reinforce our learnings by creating an IoT robot car. We'll examine modern sensor systems and focus on what their power and functionality can bring to our system. We'll also gain insight into cloud and fog architectures, including the OpenFog

standards. The Learning Path will conclude by discussing three forms of prevalent attacks and ways to improve the security of our IoT infrastructure. By the end of this Learning Path, we will have traversed the entire spectrum of technologies needed to build a successful IoT system, and will have the confidence to build, secure, and monitor our IoT infrastructure. This Learning Path includes content from the following Packt products: Internet of Things Programming Projects by Colin Dow Internet of Things for Architects by Perry Lea What you will learn Build a home security dashboard using an infrared motion detector Receive data and display it with an actuator connected to the Raspberry Pi Build an IoT robot car that is controlled via the Internet Use IP-based communication to easily and quickly scale your system Explore cloud protocols, such as Message Queue Telemetry Transport (MQTT) and CoAP Secure communication with encryption forms, such as symmetric key Who this book is for This Learning Path is designed for developers, architects,

and system designers who are interested in building exciting projects with Python by understanding the IoT ecosystem, various technologies, and tradeoffs. Technologists and technology managers who want to develop a broad view of IoT architecture, will also find this Learning Path useful. Prior programming knowledge of Python is a must.

[Applications with C, C++ and MicroPython](#) "O'Reilly Media, Inc."

MicroPython is the recreated version of Python 3 that runs in the memory-restricted microcontrollers with a minimum of 256KB of ROM and 16KB of RAM. MicroPython supports chips like ESP32, ESP8266, STM32, nRF52, W600, etc. MicroPython follows Python 3 syntax which makes it easy to programme for microcontrollers. The hardware APIs are capable of handling GPIO pins in microcontrollers. In this course, we discuss the ESP32 dev module as the main controller which has a high level of flexibility in connecting with sensors, on-chip capabilities with onboard WiFi. The ebook includes links to YouTube videos (

only important videos) and a code bundle(link to google drive). *Raspberry Pi Projects for Kids* Apress Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and control external electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. Boot up and configure your Raspberry Pi Navigate files, folders, and menus Create Python programs using the IDLE editor Work with strings, lists, and functions Use and write your own libraries, modules, and classes Add Web features to your programs Develop interactive games with Pygame Interface with devices through the GPIO port Build a Raspberry Pi Robot and LED Clock Build professional-quality GUIs using Tkinter

Non-Programmers Tutorial For Python 2 and 3

Springer Nature
THIS BOOK INCLUDES :
Python for Beginners: A crash course to learn Python Programming in 1 Week Python for Data Analysis: A Beginners Guide to Master the Fundamentals of Data Science and Data Analysis by Using Pandas, Numpy and Ipython Python Machine Learning: A Step by Step Beginner's Guide to Learn Machine Learning Using Python Here's what you'll learn through this book: Python for Beginners In this book You will learn: Getting started with the basics Statements, Comments, Variables, Index Data Types: Strings and Numbers Data Types: List and Tuple Data Types: Set and Dictionary Operators Functions Loops Python Practice Projects and much more Python for Data Analysis In this book You will learn: Data Science/Analysis and its applications IPython and Jupyter - an introduction to the basic tools and how to navigate and use them. You will also learn about its importance in a data scientist's ecosystem. Pandas - a powerful data management Python library that lets you do interesting things with

data. You will learn all the basics you need to get started. NumPy - a powerful numerical library for Python. You will learn more about its advantages. Python Machine Learning The Topics Covered Include: Machine learning fundamentals How to set up the development environment How to use Python libraries and modules like Scikit-learn, TensorFlow, Matplotlib, and NumPy How to explore data How to solve regression and classification problems Decision trees k-means clustering Feed-forward and recurrent neural networks Get your copy now!

[Python Tricks](#) John Wiley & Sons
Ready to start this new journey into the Python's world? Python is the ideal language to learn for budding developers. It is a modern object-oriented programming language with easy to read code and an extensive internet bank of modules. It offers high-level dynamic data types, many built-in functions, and operators, classes, garbage collection, and supports dynamic typing. Python runs on just about any device. Python is an OSI approved open-source

software application that makes it free to download and install. Python For Beginners: A crash course to learn Python Programming in 1 Week will take you through the basics of getting started with Python programming step by step. This tutorial will teach you everything you need to know to get you to the next programming level. The book covers all the Python basics, with follow-along examples and exercises, giving you a hands-on learning approach. By the time you have made your way through the book, you will be ready to tackle the beginner's and a few intermediate projects waiting for you at the end of it. This book covers where to and how to download and install Python. You will learn how to download and install PyCharm which is an integrated development environment where you will learn to write code. The content covers all the basics such as variables, statements, functions, keywords, data types, and more. Python For Beginners: A crash course to learn Python Programming in 1 Week has everything you need to learn to comfortably move on to more advanced programming. It

is an entry-level tutorial guide that makes Python easy and fun to learn. Get your copy Now

Robot Adventures in Python and C John Wiley & Sons

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*.
[Build modern IoT solutions with the Raspberry Pi 3 and Python](#) McGraw Hill Professional
 Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!