
Kivy Blueprints Vasilkov Mark

A Python Book

RESTful Web Services with Django and React

Python for Excel

Web Scraping with Python

Ubuntu Unleashed 2019 Edition

Learning JavaScript Design Patterns

Advanced Python Programming

Exploring Python

Mobile App Development with Python & Kivy

Designing Embedded Hardware

Physical Computing with Circuits, Sensors, Outputs, and Projects

Covering 18.04, 18.10, 19.04

Kivy Cookbook

Coding Interactive Games on Raspberry Pi Using Python

The Big Nerd Ranch Guide

matplotlib Plotting Cookbook

Dart Cookbook

Learn Android Studio

PYTHON FOR DESKTOP APPLICATIONS

Acquire advanced AI, machine learning, and deep learning design skills, 2nd Edition

Building Android Apps in Python Using Kivy with Android Studio

3D Game Programming for Kids

With Detailed Examples in Python Using TensorFlow and Kivy

Quickly Learn to Create Great Looking User Interfaces for Windows, Mac and Linux Using Python's Standard GUI Toolkit

Mastering GUI Programming with Python

Artificial Intelligence By Example

Android Programming
Basic Analytical Programming for 2D, 3D, and Stereoscopic Design
Economists at War
Learn Electronics with Raspberry Pi
How a Handful of Economists Helped Win and Lose the World Wars
Kivy – Interactive Applications and Games in Python
Ethical Hacking and Penetration Testing Guide
With Python in Kivy Framework
Practical Computer Vision Applications Using Deep Learning with CNNs
Mobile with Python
Professional Post-Production
Data Analysis, Models, Simulation, Calibration and Hedging
Collecting Data from the Modern Web
Beginning Game Programming with Pygame Zero

Kivy Blueprints Vasilkov Mark

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CULLEN ROWE

A Python Book "O'Reilly Media, Inc."

You know what's even better than playing games? Programming your own! Make your own online games, even if you're an absolute beginner. Let your imagination come to 3D life as you learn real-world programming skills with the JavaScript programming language - the language used everywhere on the web. This new edition is completely revised, and takes advantage of new programming features to make game programming even easier to learn. Plus, new effects make your games even cooler. When you're done, you're going to be amazed at what you can create. Jump right in! Start programming cool stuff on page 1.

Keep building new and different things until the very last page. This book wants you to play. Not just play games, but play with code. Play with programming. Because the best way to learn something is to have fun with it! This second edition is updated from start to finish to make it even easier to get started programming in JavaScript. Every example has been updated to make it easier, with new example games to explore and new 3D effects that make your games even more fun! Want a red donut? You can make hundreds of them, spinning around like mad. Want to create a star field? Make a hundred or a thousand stars. Make them red, green, or blue. Explosions? Fireworks? Planets? It's up to you. And, using a code editor created especially for this book, you'll program right in your web browser. You'll see the results of your work and imagination right away - right next to the code

that you just typed! Along the way, you'll pick up a ton of programming knowledge, and dive in even deeper with some more advanced chapters. Whatever you want to do, this book has your back. Best of all, you get to create awesome games and say, "I made this!"

You Need: You need the latest version of the Google Chrome Web browser, available for free from <https://chrome.google.com>. You also need an Internet connection to access the ICE Code Editor the first time. ICE Code Editor will be loaded onto your computer, so you won't need Internet access for later projects.

RESTful Web Services with Django and React "O'Reilly Media, Inc."

Kaveri is thirty; single; knows seven languages; is an interpreter by profession; has read all the books about men and how to get a date. Yet; she has not been able to figure out the language of love. Since the 'THE ONE GREAT LOVE' of her life has eluded her for thirty years and might never show up; she decides to take matters into her own hands. On her thirtieth birthday; she makes a resolution—love or no love; she is going to lose her virginity. Life; however; has other plans! This is a story of a spirited woman who plunges into a rollercoaster ride filled with ideas; ideals and adventures—each new day competing with yesterday to make her rethink and re-evaluate life and love.

Python for Excel Apress

Learn web scraping and crawling techniques to access unlimited data from any web source in any format. With this practical guide, you'll learn how to use Python scripts and web APIs to gather and process data from thousands—or even millions—of web pages at once. Ideal for programmers, security professionals,

and web administrators familiar with Python, this book not only teaches basic web scraping mechanics, but also delves into more advanced topics, such as analyzing raw data or using scrapers for frontend website testing. Code samples are available to help you understand the concepts in practice. Learn how to parse complicated HTML pages Traverse multiple pages and sites Get a general overview of APIs and how they work Learn several methods for storing the data you scrape Download, read, and extract data from documents Use tools and techniques to clean badly formatted data Read and write natural languages Crawl through forms and logins Understand how to scrape JavaScript Learn image processing and text recognition

Web Scraping with Python Packt Publishing Ltd

Deploy deep learning applications into production across multiple platforms. You will work on computer vision applications that use the convolutional neural network (CNN) deep learning model and Python. This book starts by explaining the traditional machine-learning pipeline, where you will analyze an image dataset. Along the way you will cover artificial neural networks (ANNs), building one from scratch in Python, before optimizing it using genetic algorithms. For automating the process, the book highlights the limitations of traditional hand-crafted features for computer vision and why the CNN deep-learning model is the state-of-art solution. CNNs are discussed from scratch to demonstrate how they are different and more efficient than the fully connected ANN (FCNN). You will implement a CNN in Python to give you a full understanding of the model. After consolidating the basics, you will use TensorFlow to build a practical image-recognition model that you will deploy to a web server using Flask, making it

accessible over the Internet. Using Kivy and NumPy, you will create cross-platform data science applications with low overheads. This book will help you apply deep learning and computer vision concepts from scratch, step-by-step from conception to production. What You Will Learn Understand how ANNs and CNNs work Create computer vision applications and CNNs from scratch using Python Follow a deep learning project from conception to production using TensorFlow Use NumPy with Kivy to build cross-platform data science applications Who This Book Is For Data scientists, machine learning and deep learning engineers, software developers.

Ubuntu Unleashed 2019 Edition Addison-Wesley Professional
 Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI,

we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Learning JavaScript Design Patterns Apress

This book teaches you how to develop mobile applications with python and kivy

Advanced Python Programming Packt Publishing Ltd

Create distributed applications with clever design patterns to solve complex problems Key Features Set up and run distributed algorithms on a cluster using Dask and PySpark Master skills to accurately implement concurrency in your code Gain practical experience of Python design patterns with real-world examples Book Description This Learning Path shows you how to leverage the power of both native and third-party Python libraries for building robust and responsive applications. You will learn about profilers and reactive programming, concurrency and parallelism, as well as tools for making your apps quick and efficient. You will discover how to write code for parallel architectures using TensorFlow and Theano, and use a cluster of computers for large-scale computations using technologies such as Dask and PySpark. With the knowledge of how Python design patterns work, you will be able to clone objects, secure interfaces, dynamically choose algorithms, and accomplish much more in high performance computing. By the end of this Learning Path, you will have the skills and confidence to build engaging models that quickly offer efficient solutions to your problems. This

Learning Path includes content from the following Packt products: Python High Performance - Second Edition by Gabriele Lanaro Mastering Concurrency in Python by Quan Nguyen Mastering Python Design Patterns by Sakis Kasampalis What you will learn Use NumPy and pandas to import and manipulate datasets Achieve native performance with Cython and Numba Write asynchronous code using asyncio and RxPy Design highly scalable programs with application scaffolding Explore abstract methods to maintain data consistency Clone objects using the prototype pattern Use the adapter pattern to make incompatible interfaces compatible Employ the strategy pattern to dynamically choose an algorithm Who this book is for This Learning Path is specially designed for Python developers who want to build high-performance applications and learn about single core and multi-core programming, distributed concurrency, and Python design patterns. Some experience with Python programming language will help you get the most out of this Learning Path.

Exploring Python "O'Reilly Media, Inc."

This book targets programmers and scientists who have basic Python knowledge and who are keen to perform scientific and numerical computations with SciPy.

Mobile App Development with Python & Kivy Tata McGraw-Hill Education

Covers 18.04, 18.10, 19.04, and 19.10 Ubuntu Unleashed 2019 Edition is filled with unique and advanced information for everyone who wants to make the most of the Ubuntu Linux operating system. This new edition has been thoroughly updated, including two new chapters, by a long-time Ubuntu community leader to reflect the exciting new Ubuntu 18.04 LTS release, with

forthcoming online updates for 18.10, 19.04, and 19.10 when they are released. Linux writer Matthew Helmke covers all you need to know about Ubuntu 18.04 LTS installation, configuration, productivity, multimedia, development, system administration, server operations, networking, virtualization, security, DevOps, and more—including intermediate-to-advanced techniques you won't find in any other book. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and web development tools, programming languages, hardware support, and more. You'll find new or improved coverage of the Ubuntu desktop experience, common web servers and software stacks, containers like Docker and Kubernetes, as well as a wealth of systems administration information that is stable and valuable over many years. Configure and use the Ubuntu desktop Get started with multimedia and productivity applications, including LibreOffice Manage Linux services, users, and software packages Administer and run Ubuntu from the command line Automate tasks and use shell scripting Provide secure remote access and configure a secure VPN Manage kernels and modules Administer file, print, email, proxy, LDAP, DNS, and HTTP servers (Apache, Nginx, or alternatives) Learn about new options for managing large numbers of servers Work with databases (both SQL and the newest NoSQL alternatives) Get started with virtualization and cloud deployment, including information about containers Learn the basics about popular programming languages including Python, PHP, Perl, and gain an introduction to new alternatives such as Go and Rust

Designing Embedded Hardware Packt Publishing Ltd
Learn Android Studio covers Android Studio and its rich tools

ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to re-use and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

Physical Computing with Circuits, Sensors, Outputs, and Projects Penguin UK

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also

provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey.

Covering 18.04, 18.10, 19.04 Apress

Supercharge options analytics and hedging using the power of Python Derivatives Analytics with Python shows you how to implement market-consistent valuation and hedging approaches using advanced financial models, efficient numerical techniques, and the powerful capabilities of the Python programming language. This unique guide offers detailed explanations of all theory, methods, and processes, giving you the background and tools necessary to value stock index options from a sound foundation. You'll find and use self-contained Python scripts and modules and learn how to apply Python to advanced data and derivatives analytics as you benefit from the 5,000+ lines of code that are provided to help you reproduce the results and graphics presented. Coverage includes market data analysis, risk-neutral valuation, Monte Carlo simulation, model calibration, valuation, and dynamic hedging, with models that exhibit stochastic volatility, jump components, stochastic short rates, and more. The companion website features all code and IPython Notebooks

for immediate execution and automation. Python is gaining ground in the derivatives analytics space, allowing institutions to quickly and efficiently deliver portfolio, trading, and risk management results. This book is the finance professional's guide to exploiting Python's capabilities for efficient and performing derivatives analytics. Reproduce major stylized facts of equity and options markets yourself Apply Fourier transform techniques and advanced Monte Carlo pricing Calibrate advanced option pricing models to market data Integrate advanced models and numeric methods to dynamically hedge options Recent developments in the Python ecosystem enable analysts to implement analytics tasks as performing as with C or C++, but using only about one-tenth of the code or even less. Derivatives Analytics with Python — Data Analysis, Models, Simulation, Calibration and Hedging shows you what you need to know to supercharge your derivatives and risk analytics efforts.

Kivy Cookbook "O'Reilly Media, Inc."

Enhance your skills in developing multi-touch applications with Kivy About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi-touch events Step-by-step recipes that provide deeper understanding of the Kivy 1.9.0 framework Build and use your own events, widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi-touch applications. Prior experience with Kivy is not required, although familiarity with Python is expected. What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to

control widgets, touches, the mouse, the keyboard, and animations Recognize touch shapes and detecting multi-tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects, multi-touch in iOS and multi-touch in Android In Detail Kivy is an open-source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps. It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy. Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events. Then, you will understand how to use the basics, buttons, labels and text inputs and manipulate the widget tree. Next, you will be able to work with manipulating instructions, create an atlas and layouts. Moving on, you will learn packing for Windows and packing for iOS, and use TestDrive. By the end of the book, you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms. Style and approach This is an easy-to-follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi-touch applications with Kivy. All the code used in each recipe is explained in detail.

Coding Interactive Games on Raspberry Pi Using Python

Apress

Kivy Blueprints Packt Publishing Ltd

The Big Nerd Ranch Guide Packt Publishing Ltd

Start building Python-based Android applications using Kivy with Android Studio. Through in-depth examples, this book teaches you everything you need to create your first Android application in Python and publish on Google Play. Building Android Apps in Python Using Kivy with Android Studio takes you through the basics of Kivy by discussing its application structure, widgets, and event handling. The KV language is then introduced for separating the logic and GUI by adding widgets within a KV file. You will then learn how to utilize Android camera using Kivy, build the HTTP server using Flask, and create and manage multiple screens to help you design your own applications. Through detailed step-by-step instructions, you will create your first multi-level cross-platform game that includes animation and sound effects. Following this, the process of converting the Kivy application into an Android application using Buildozer and Python-4-Android is covered in detail. You will then learn how to edit the generated Android Studio project into Android Studio by adding extensions to the original application. The widgets added in Kivy could be handled within Android Studio. Moreover, Android views could be added to enrich the Kivy application. The resulting Android application created with Kivy can be hosted on Google Play to download and install as a regular Android application. At the end, this book will give you the basic knowledge of Kivy needed to build cross-platform Android applications, produce an Android Studio project, and understand how it all works in detail. What You Will Learn Build cross-

platform applications from scratch using Kivy in detail Create a cross-platform interactive multi-level game from the ground up Examine the pipeline of building an Android app from the Python Kivy app Understand the structure of the Android Studio project produced by Kivy Recognize how to extend the application within Android Studio by adding more Android views to the application main activity. Who This Book Is For Python developers with no previous experience in Kivy who are looking to create their first Android application completely in Python.

matplotlib Plotting Cookbook Walter de Gruyter GmbH & Co KG

If you are a Dart developer looking to sharpen your skills, and get insight and tips on how to put that knowledge into practice, then this book is for you. You should also have a basic knowledge of HTML, and how web applications with browser clients and servers work, in order to build dynamic Dart applications.

Dart Cookbook CRC Press

Understand the fundamentals and develop your own AI solutions in this updated edition packed with many new examples Key Features AI-based examples to guide you in designing and implementing machine intelligence Build machine intelligence from scratch using artificial intelligence examples Develop machine intelligence from scratch using real artificial intelligence Book Description AI has the potential to replicate humans in every field. Artificial Intelligence By Example, Second Edition serves as a starting point for you to understand how AI is built, with the help of intriguing and exciting examples. This book will make you an adaptive thinker and help you apply concepts to real-world scenarios. Using some of the most interesting AI examples, right from computer programs such as a simple chess

engine to cognitive chatbots, you will learn how to tackle the machine you are competing with. You will study some of the most advanced machine learning models, understand how to apply AI to blockchain and Internet of Things (IoT), and develop emotional quotient in chatbots using neural networks such as recurrent neural networks (RNNs) and convolutional neural networks (CNNs). This edition also has new examples for hybrid neural networks, combining reinforcement learning (RL) and deep learning (DL), chained algorithms, combining unsupervised learning with decision trees, random forests, combining DL and genetic algorithms, conversational user interfaces (CUI) for chatbots, neuromorphic computing, and quantum computing. By the end of this book, you will understand the fundamentals of AI and have worked through a number of examples that will help you develop your AI solutions. What you will learn Apply k-nearest neighbors (KNN) to language translations and explore the opportunities in Google Translate Understand chained algorithms combining unsupervised learning with decision trees Solve the XOR problem with feedforward neural networks (FNN) and build its architecture to represent a data flow graph Learn about meta learning models with hybrid neural networks Create a chatbot and optimize its emotional intelligence deficiencies with tools such as Small Talk and data logging Building conversational user interfaces (CUI) for chatbots Writing genetic algorithms that optimize deep learning neural networks Build quantum computing circuits Who this book is for Developers and those interested in AI, who want to understand the fundamentals of Artificial Intelligence and implement them practically. Prior experience with Python programming and statistical knowledge is

essential to make the most out of this book.

[Learn Android Studio](#) Packt Publishing Ltd

This book follows a cookbook style approach that puts orthogonal and non-redundant recipes in your hands. Rather than rehashing the user manual, the explanations expose the underlying logic behind Matplotlib. If you are an engineer or scientist who wants to create great visualizations with Python, rather than yet another specialized language, this is the book for you. While there are several very competent plotting packages, Matplotlib is just a Python module. Thus, if you know some Python already, you will feel at home from the first steps on. In case you are an application writer, you won't be left out since the integration of Matplotlib is covered.

PYTHON FOR DESKTOP APPLICATIONS "O'Reilly Media, Inc."

This document is a self learning document for a course in Python programming. This course contains (1) a part for beginners, (2) a discussion of several advanced topics that are of interest to Python programmers, and (3) a Pythonworkbook with lots of exercises.

Acquire advanced AI, machine learning, and deep learning design skills, 2nd Edition Peachpit Press

Master the art of writing beautiful and powerful Python by using all of the features that Python 3.5 offers About This Book Become familiar with the most important and advanced parts of the Python code style Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Offers an expert's-eye overview of how these advanced tasks fit together in Python as a whole along with practical examples Who This Book Is For Almost anyone can learn to write working script

and create high quality code but they might lack a structured understanding of what it means to be 'Pythonic'. If you are a Python programmer who wants to code efficiently by getting the syntax and usage of a few intricate Python techniques exactly right, this book is for you. What You Will Learn Create a virtualenv and start a new project Understand how and when to use the functional programming paradigm Get familiar with the different ways the decorators can be written in Understand the power of generators and coroutines without digressing into lambda calculus Create metaclasses and how it makes working with Python far easier Generate HTML documentation out of documents and code using Sphinx Learn how to track and optimize application performance, both memory and cpu Use the multiprocessing library, not just locally but also across multiple machines Get a basic understanding of packaging and creating your own libraries/applications In Detail Python is a dynamic programming language. It is known for its high readability and hence it is often the first language learned by new programmers. Python being multi-paradigm, it can be used to achieve the same thing in different ways and it is compatible across different platforms. Even if you find writing Python code easy, writing code

that is efficient, easy to maintain, and reuse is not so straightforward. This book is an authoritative guide that will help you learn new advanced methods in a clear and contextualised way. It starts off by creating a project-specific environment using venv, introducing you to different Pythonic syntax and common pitfalls before moving on to cover the functional features in Python. It covers how to create different decorators, generators, and metaclasses. It also introduces you to functools.wraps and coroutines and how they work. Later on you will learn to use asyncio module for asynchronous clients and servers. You will also get familiar with different testing systems such as py.test, doctest, and unittest, and debugging tools such as Python debugger and faulthandler. You will learn to optimize application performance so that it works efficiently across multiple machines and Python versions. Finally, it will teach you how to access C functions with a simple Python call. By the end of the book, you will be able to write more advanced scripts and take on bigger challenges. Style and Approach This book is a comprehensive guide that covers advanced features of the Python language, and communicate them with an authoritative understanding of the underlying rationale for how, when, and why to use them.