

# Python By Mike Mcgrath

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*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!

**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

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

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.

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.

*Black Hat Python* Justin Seitz 2014-12-21 When it comes to creating powerful and effective hacking tools, Python is the language of choice for most security analysts. But just how does the magic happen? In *Black Hat Python*, the latest from Justin Seitz (author of the best-selling *Gray Hat Python*), you'll explore the darker side of Python's capabilities—writing network sniffers, manipulating packets, infecting virtual machines, creating stealthy trojans, and more. You'll learn how to: -Create a trojan command-and-control using GitHub -Detect sandboxing and automate common malware tasks, like keylogging and screenshotting -Escalate Windows privileges with creative process control -Use offensive memory forensics tricks to retrieve password hashes and inject shellcode into a virtual machine -Extend the popular Burp Suite web-hacking tool -Abuse Windows COM automation to perform a man-in-the-browser attack -Exfiltrate data from a network most sneakily Insider techniques and creative challenges throughout show you how to extend the hacks and how to write your own exploits. When it comes to offensive security, your ability to create powerful tools on the fly is indispensable. Learn how in *Black Hat Python*. Uses Python 2

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

**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.

**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

**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

**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.

**Html in Easy Steps** Mike McGrath 2003-09-30

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

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

**Fortran 90 Programming** T. M. R. Ellis 1994 Offering a clear tutorial guide for the new Fortran 90 language, this book highlights Fortran 90's role as a powerful tool for problem-solving in engineering and science. Having been involved in the development of the new standard, the authors provide (as a bonus) an inside perspective on the design rationale behind the major features of Fortran 90.Features comprehensive coverage of all the major language features, with clear guidelines on the differences between the 77 and 90 standards case studies illustrating its applications in scientific problem-solving two authoritative chapters in coding numerical methods in Fortran 90 an early introduction to procedures and modules to encourage a structural approach to programming 0201544466B04062001

**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.

*Beginning C# Object-Oriented Programming* Dan Clark 2011-08-12 *Beginning C# Object-Oriented Programming* brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

*Python from the Very Beginning* John Whittington 2020-10-03 *Python from the Very Beginning* John Whittington takes a no-prerequisites approach to teaching the basics of a modern general-purpose programming language. Each small, self-contained chapter introduces a new topic, building until the reader can write quite substantial programs. There are plenty of questions and, crucially, worked answers and hints. *Python from the Very Beginning* will appeal both to new programmers, and to experienced programmers eager to explore functional languages such as Haskell. It is suitable both for formal use within an undergraduate or graduate curriculum, and for the interested amateur.

*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.

*Modern Fortran* Milan Curcic 2020-10-07 *Modern Fortran* teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, *Modern Fortran* helps you see this classic language in a whole new light. Summary Using Fortran, early and accurate forecasts for hurricanes and other major storms have saved thousands of lives. Better designs for ships, planes, and automobiles have made travel safer, more efficient, and less expensive than ever before. Using Fortran, low-level machine learning and deep learning libraries provide incredibly easy, fast, and insightful analysis of massive data. Fortran is an amazingly powerful and flexible programming language that forms the foundation of high performance computing for research, science, and industry. And it's come a long, long way since starting life on IBM mainframes in 1956. *Modern Fortran* is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed, accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran.. About the technology For over 60 years Fortran has been powering mission-critical scientific applications, and it isn't slowing down yet! Rock-solid reliability and new support for parallel programming make Fortran an essential language for next-generation high-performance computing. Simply put, the future is in parallel, and Fortran is already there. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the book *Modern Fortran* teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, *Modern Fortran* helps you see this classic language in a whole new light. What's inside Fortran's place in the modern world Working with variables, arrays, and functions Module development Parallelism with coarrays, teams, and events Interoperating Fortran with C About the reader For developers and computational scientists. No experience with Fortran required. About the author Milan Curcic is a meteorologist, oceanographer, and author of several general-purpose Fortran libraries and applications. Table of Contents PART 1 - GETTING STARTED WITH MODERN FORTRAN 1 Introducing Fortran 2 Getting started: Minimal working app PART 2 - CORE ELEMENTS OF FORTRAN 3 Writing reusable code with functions and subroutines 4 Organizing your Fortran code using modules 5 Analyzing time series data with arrays 6 Reading, writing, and formatting your data PART 3 - ADVANCED FORTRAN USE 7 Going parallel with Fortan coarrays 8 Working with abstract data using derived types 9 Generic procedures and operators for any data type 10 User-defined operators for derived types PART 4 - THE FINAL STRETCH 11 Interoperability with C: Exposing your app to the web 12 Advanced parallelism with teams, events, and collectives

**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

**Python For Kids For Dummies** Brendan Scott 2015-09-14 The kid-friendly way to learning coding with Python Calling all wanna-be coders! Experts point to Python as one of the best languages to start with when you're learning coding, and Python For Kids For Dummies makes it easier than ever. Packed with approachable, bite-sized projects that won't make you lose your cool, this fun and friendly guide teaches the basics of coding with Python in a language you can understand. In no time, you'll be installing Python tools, creating guessing games, building a geek speak translator, making a trivia game, constructing a Minecraft chat client, and so much more. Whether you don't have the opportunity to take coding classes at school or in camp—or just simply prefer to learn on your own—Python For Kids For Dummies makes getting acquainted with this popular coding language fast and easy. It walks you step-by-step through basic coding projects and provides lots of hands-on tasks that give you a sweet sense of accomplishment when you complete them. What's not to love about that? Navigate the basics of coding with the Python language Create your own applications and games Find help from other Python users Expand your technology skills with Python If you're a pre-to-early-teen looking to add coding skills to your creativity toolbox, Python For Kids For Dummies is your sure-fire weapon for getting up and running with one of the hottest programming languages around.

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

**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-proof android—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.

**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

**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 colourized 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.

**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!

**Windows 10 Inside Out (includes Current Book Service)** Ed Bott 2016-11-22 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Conquer today's Windows 10—from the inside out! Dive into Windows 10—and really put your Windows expertise to work. Focusing on the most powerful and innovative features of Windows 10, this supremely organized reference packs hundreds of timesaving solutions, tips, and workarounds—all fully reflecting the major Windows 10 Anniversary Update. From new Cortana and Microsoft Edge enhancements to the latest security and virtualization features, you'll discover how experts tackle today's essential tasks—and challenge yourself to new levels of mastery. Install, configure, and personalize the newest versions of Windows 10 Understand Microsoft's revamped activation and upgrade processes Discover major Microsoft Edge enhancements, including new support for extensions Use today's improved Cortana services to perform tasks, set reminders, and retrieve information Make the most of the improved ink, voice, touch, and gesture support in Windows 10 Help secure Windows 10 in business with Windows Hello and Azure AD Deploy, use, and manage new Universal Windows Platform (UWP) apps Take advantage of new entertainment options, including Groove Music Pass subscriptions and connections to your Xbox One console Manage files in the cloud with Microsoft OneDrive and OneDrive for Business Use the improved Windows 10 Mail and Calendar apps and the new Skype app Fine-tune performance and troubleshoot crashes Master high-efficiency tools for managing Windows 10 in the enterprise Leverage advanced Hyper-V features, including Secure Boot, TPMs, nested virtualization, and containers In addition, this book is part of the Current Book Service from Microsoft Press. Books in this program will receive periodic updates to address significant software changes for 12 to 18 months following the original publication date via a free Web Edition. Learn more at <https://www.microsoftpressstore.com/cbs>.

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

**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.

*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.

**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!

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.

**Access 2016 in easy steps** Mike McGrath 2017-10-16 Access 2016 in easy steps neatly demonstrates the important functions of Access 2016 in a clear and concise manner, so you can get going quickly with this popular database application. Areas covered include: Optimizing database design Creating Tables to store

data in formatted fields Using handy templates to give you a head start Defining relationships between data Importing and exporting of data Making queries to extract specific data Producing Forms for data entry Constructing Reports for data presentation Sharing your database to impress your colleagues! Whether you're upgrading to Access 2016 or new to the database concept, use this guide to learn the key features constructively and get more out of Access 2016 - in easy steps! Contents Getting started Designing databases Creating Tables Defining relationships Handling data Querying databases Issuing SQL commands Producing Forms Fine-tuning Forms Constructing Reports Sharing Access

**Python For Dummies** Stef Maruch 2011-05-09 Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This general-purpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. Python For Dummies is the quick-and-easy guide to getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python user in no time. This guide 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 your productivity, Python For Dummies is the ultimate one-stop information guide. In a matter of minutes you'll be familiar with Python's building blocks, strings, dictionaries, and sets; and be on your way to writing the program that you've dreamed about!

**Coding for Beginners in Easy Steps** Mike McGrath 2022-07-26 Coding for Beginners in easy steps, 2nd edition 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 color-coded to precisely match the default color-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. Frequent new releases of the Python programming language are made available as small improvements are added to the language. Coding for Beginners in easy steps and Python in easy steps both feature 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 these books can be used in subsequent releases - simply download the latest version of Python then follow the easy steps.

**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.

**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

Coding Projects in Python DK 2017-06-06 Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection.

*Programming the Raspberry Pi: Getting Started with Python* Simon Monk 2012-11-23 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