

Python 26 Documentation

Python TutorialDocs Like CodePython for Software DesignRapid GUI Programming with Python and QtPython in a NutshellThe Definitive Guide to JythonConvex OptimizationDive Into PythonNatural Language Processing with PythonA Primer on Scientific Programming with PythonTechnology of Object-oriented Languages and Systems : TOOLS 26Pro DjangoPython Data Science HandbookTwisted Network Programming EssentialsMongoDB and PythonLearning PythonPython CookbookPython and AWS CookbookProgramming PythonPro PythonPython for Data AnalysisSoftware Architecture with PythonNon-Programmers Tutorial For Python 3Adventures in Raspberry PiThe Hitchhiker's Guide to PythonLEARNING WITH PYTHON.The Zope BookRapid Web Applications with TurboGearsIntroduction to Python 3Professional IronPythonWeb Scraping with PythonLearning PythonPython 2.6 Graphics CookbookMastering XML Premium EditionPython Standard LibraryPython Essential ReferenceA Python BookExpert Python ProgrammingPython 101Web Programming

Python Tutorial

Learn how to leverage MongoDB with your Python applications, using the hands-on recipes in this book. You get complete code samples for tasks such as making fast geo queries for location-based apps, efficiently indexing your user documents for social-graph lookups, and many other scenarios. This guide explains the basics of the document-oriented database and shows you how to set up a Python environment with it. Learn how to read and write to MongoDB, apply idiomatic MongoDB and Python patterns, and use the database with several popular Python web frameworks. You'll discover how to model your data, write effective queries, and avoid concurrency problems such as race conditions and deadlocks. The recipes will help you: Read, write, count, and sort documents in a MongoDB collection Learn how to use the rich MongoDB query language Maintain data integrity in replicated/distributed MongoDB environments Use embedding to efficiently model your data without joins Code defensively to avoid keyerrors and other bugs Apply atomic operations to update game scores, billing systems, and more with the fast accounting pattern Use MongoDB with the Pylons 1.x, Django, and Pyramid web frameworks

Docs Like Code

The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical

and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python" Joan Horvath, Computing Reviews, March 2015

Python for Software Design

This collection of papers examines the field of database and information systems. It includes topics such as: distribution and concurrency; application design; patterns and frameworks; Java; formal aspects of OO; modelling; languages; and measurement database."

Rapid GUI Programming with Python and Qt

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.

Python in a Nutshell

Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

The Definitive Guide to Jython

An innovative reference reveals the many capabilities of the Python Standard Library, which is a compilation of commonly used procedures that can be pasted into a Python script, by providing over 300 real-world example scripts. Original. (Intermediate/Advanced)

Convex Optimization

* Quick start to learning python—very example oriented approach * Book has its own Web site established by the author: <http://diveintopython.org/> Author is well known in the Open Source community and the book has a unique quick approach to learning an object oriented language.

Dive Into Python

Learn how to leverage Django, the leading Python web application development framework, to its full potential in this advanced tutorial and reference. Updated for Django 1.5 and Python 3, Pro Django, Second Edition examines in great detail the complex problems that Python web application developers can face and how to solve them. It provides in-depth information about advanced tools and techniques available in every Django installation, running the gamut from the theory of Django's internal operations to actual code that solves real-world problems for high-volume environments. Pro Django, Second Edition goes above and beyond other books, leaving the basics far behind and showing how Django can do things even its core developers never expected. By drawing on the dynamic nature of Python, you can write Django applications that stretch the limits of what you thought possible! What you'll learn Use Django's models, views, forms, and templates Handle HTTP and customizing back ends Get the most out of Django's common tooling Employ Django in various environments Build an API using Django's own components Make this code reusable—even distributable Who this book is for This book is for companies looking for a framework capable of supporting enterprise needs, as well as advanced Python or web developers looking to solve unusual, complex problems. Table of Contents Understanding Django Django Is Python Models URLs and Views Forms Templates Handling HTTP Backend Protocols Common Tools Coordinating Applications Enhancing Applications

Natural Language Processing with Python

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data

Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

A Primer on Scientific Programming with Python

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

Technology of Object-oriented Languages and Systems : TOOLS 26

The Zope Book, written by the experts who developed Zope, is a guide to building dynamic Web applications using Zope. Authors Amos Latteier and Michel Pelletier teach you how to utilize Zope to write Web pages, program Web scripts, use databases, manage dynamic content, perform collaborative Web development tasks, plus much more. Whether you are new to Zope or are a skilled user, this current and comprehensive reference is designed to introduce you to Zope and its uses and teaches you how it differs from other Web application servers. From installation and advanced features, such as ZClasses, to using Zope with relational databases, or scripting with Perl and Python, The Zope Book provides the instruction you need.

Pro Django

Thorough coverage of Microsoft's new dynamic programming language: IronPython IronPython is a powerful and vital part of any .NET developer's toolbox, and although it is several years old, very little literature exists on the topic. This essential resource fills that void and provides you with an in-depth understanding of IronPython. A brief introduction walks you through the installation, usage, and tools of IronPython and also explains what makes IronPython different from other programming languages. Coverage quickly moves on to explaining how to use and work with the IronPython language, and an in-depth look at its environment sheds light on how it can be stand alone or with the .NET Framework. You'll see how

IronPython can be used to create either desktop or Web-based applications and you'll witness how it interacts with other existing technologies. In addition, coverage of advanced topics shares techniques for extending IronPython and making it a robust language. Provides you with an in-depth look at IronPython, how it is different from other programming languages, what it is capable of, and how to maximize its potential Explores how IronPython interacts with existing technologies and how it can perform administration tasks Answers popular questions, such as how to extend IronPython and make it a more robust language Tackles topics not addressed anywhere else, including executing IronPython using Mono You'll want to devour every topic covered in Professional IronPython so you can get started working with this powerful programming language today.

Python Data Science Handbook

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Twisted Network Programming Essentials

This book provides a quick reference to the language, including Python 3.5, 2.7 and highlights of 3.6. It covers a wide range of application areas, including web and network programming, XML handling, database interactions, and high-speed numeric computing.

MongoDB and Python

A no-nonsense introduction to software design using the Python programming language. Written for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practise each new concept. Exercise solutions and code examples are available from thinkpython.com, along with Swampy, a suite of Python programs that is used in some of the exercises.

Learning Python

This book focuses on Elastic Compute Cloud (EC2) and Simple Storage Service (S3) for developers writing in Python.

Python Cookbook

Python and AWS Cookbook

Start programming quickly with this super-fun guide to Raspberry Pi Adventures in Raspberry Pi, 2nd Edition includes 9 cool projects that show you how to set up and start developing on your Raspberry Pi. Updated for the release of the Rev 3 board, this second edition covers all the latest features and tells you everything you need to know. Written specifically for 11-15 year-olds, this book uses the wildly successful, Raspberry Pi to explain the fundamentals of computing. You'll have a blast learning basic programming and system administration skills, beginning with the very basics of how to plug in the board and turn it on. Each project includes an instructional video so you can jump right in and start going through the lessons on your own. This hands-on book gets you up and running fast, with fun projects that let you explore. Learn how to "talk to" your Raspberry Pi Create games and stories with Scratch Program with Turtle Graphics and Python Code music and create a Raspberry Pi jukebox If you want to get started programming today, Adventures in Raspberry Pi is the ultimate hands-on guide.

Programming Python

You've learned the basics of Python, but how do you take your skills to the next stage? Even if you know enough to be productive, there are a number of features that can take you to the next level in Python. Pro Python explores concepts and features normally left to experimentation, allowing you to be even more productive and creative. In addition to pure code concerns, Pro Python will develop your programming techniques and approaches, which will help make you a better Python programmer. Not only will this book help your code, it will also help you understand and interact with the many established Python communities, or even start your own. Take your Python knowledge and coding skills to the next level. Write clean, innovative code that will be respected among your peers. Make your code do more with introspection and metaprogramming. Design complete frameworks and libraries (two are included in the book!). For more information, including a link to the source code referenced in the book, please visit <http://propython.com/>.

Pro Python

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.

Python for Data Analysis

A guide to Python, the object-oriented scripting language, discusses the use of Python in Internet and web programming; address Python's C intergration tools; and features many examples that expand as new topics are introduced. Original. (Intermediate/Advanced)

Software Architecture with Python

Convex optimization problems arise frequently in many different fields. This book provides a comprehensive introduction to the subject, and shows in detail how such problems can be solved numerically with great efficiency. The book begins with the basic elements of convex sets and functions, and then describes various classes of convex optimization problems. Duality and approximation techniques are then covered, as are statistical estimation techniques. Various geometrical problems are then presented, and there is detailed discussion of unconstrained and constrained minimization problems, and interior-point methods. The focus of the book is on recognizing convex optimization problems and then finding the most appropriate technique for solving them. It contains many worked examples and homework exercises and will appeal to students, researchers and practitioners in fields such as engineering, computer science, mathematics, statistics, finance and economics.

Non-Programmers Tutorial For Python 3

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows

and Linux with Qt 4.3 and PyQt 4.3.

Adventures in Raspberry Pi

Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

The Hitchhiker's Guide to Python

Best practices for designing, coding, and distributing your Python software.

LEARNING WITH PYTHON.

Master TurboGears: The Easy Python Framework for Rapid Web Development TurboGears harnesses the power of Python to provide a dynamic and easy-to-use Web development framework: one that dramatically increases developer productivity, and makes it far easier to create dynamic, user-friendly, Ajax-enabled Web applications. Now, for the first time, there's a definitive guide to TurboGears—coauthored by its creator, Kevin Dangoor. This book will help experienced Web developers get productive with TurboGears—fast. You'll quickly build your first TurboGears Web application—then extend it one step at a time, mastering the underlying libraries that make these enhancements possible. Next, the authors demonstrate TurboGears at work in a real-world application, by examining the code for “WhatWhat Status,” an open source project status tracking application. Finally, you'll gain deep insight into the model, view, and controller technologies TurboGears is built upon: knowledge that will help you build far more robust and capable Python applications. Coverage includes Understanding the architecture of a TurboGears application Mastering SQLAlchemy, customizing it, and using it with TurboGears models Utilizing TurboGears view technologies, including dynamic templates and MochiKit for Ajax Bringing CSS, XHTML, and JavaScript together in reusable components with TurboGears Widgets Using CherryPy and TurboGears controller technologies: from decorators to deployment Exploring the TurboGears toolbox Ensuring security and managing user access permissions in TurboGears applications

The Zope Book

Filled with a wealth of information relevant to exchanging data between web sites running on different platforms, an

updated guide contains new chapters, case studies, and an extensive section that discusses real-world usage of XML. Original. (Intermediate/Advanced)

Rapid Web Applications with TurboGears

This book is aimed at the practicing programmer seeking to use Python and Linux to rapidly develop web and enterprise services. Will be especially important to those involved in e-commerce programming.

Introduction to Python 3

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Professional IronPython

Google and YouTube use Python because it's highly adaptable, easy to maintain, and allows for rapid development. If you want to write high-quality, efficient code that's easily integrated with other languages and tools, this hands-on book will help you be productive with Python quickly -- whether you're new to programming or just new to Python. It's an easy-to-follow self-paced tutorial, based on author and Python expert Mark Lutz's popular training course. Each chapter contains a stand-alone lesson on a key component of the language, and includes a unique Test Your Knowledge section with practical exercises and quizzes, so you can practice new skills and test your understanding as you go. You'll find lots of annotated examples and illustrations to help you get started with Python 3.0. Learn about Python's major built-in object types, such as numbers, lists, and dictionaries Create and process objects using Python statements, and learn Python's general syntax

model Structure and reuse code using functions, Python's basic procedural tool Learn about Python modules: packages of statements, functions, and other tools, organized into larger components Discover Python's object-oriented programming tool for structuring code Learn about the exception-handling model, and development tools for writing larger programs Explore advanced Python tools including decorators, descriptors, metaclasses, and Unicode processing

Web Scraping with Python

Written for developers who want build applications using Twisted, this book presents a task-oriented look at this open source, Python- based technology.

Learning Python

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!

Python 2.6 Graphics Cookbook

This book is a tutorial for the Python 3 programming language designed for someone with no programming experience. Starting from no programming knowledge, the book teaches how to create programs with examples, explanations and exercises.

Mastering XML Premium Edition

Annotation Python is a great object-oriented and interactive programming language that lets you develop graphics, both static and animated, using built-in vector graphics functions that are provided with Python. Python 2.6 Graphics Cookbook is a collection of straightforward recipes and illustrative screenshots for creating and animating graphic objects using the Python language. This book makes the process of developing graphics interesting and entertaining by working in a graphic workspace without the burden of mastering complicated language definitions and opaque examples. If you choose to work through all the recipes from the beginning, you will learn to install Python and create basic programs for making lines and shapes using the built-in Tkinter module. The confusing topic of color manipulation is explored in detail using existing Python tools as well as some new tools in the recipes. Next you will learn to manipulate font size, color, and placement of text as placing text exactly where you want on a screen can be tricky because font height, inter-character spacing, and text window dimensions all interfere with each other. Then you will learn how to animate graphics, for example having more

than one independent graphic object co-exist and interact using various Python methods. You will also learn how you can work with raster images, such as converting their formats using the Python Imaging Library. Next you will learn how you can combine vector images with raster images so that you can animate the raster images with ease. You will also walk through a set of recipes with the help of which you can handle and manipulate blocks of raw data that may be hundreds of megabytes in size using datastreams, files, and hard drives. You will also learn how you can use Inkscape to dismantle existing images and use parts of them for your own graphics and Python programs. At the end of the book you will learn how you can create GUIs for different purposes. A quick reference for creating interesting graphic animations using Python programming.

Python Standard Library

Introduction to PYTHON 3 (Python Documentation MANUAL Part 1). Python is an easy to learn object-oriented programming language, which combines power with clear syntax. It has modules, classes, exceptions, very high level data types, and dynamic typing. Python is free software. It can be used with GNU (GNU/Linux), Unix, Microsoft Windows and many other systems. This is a printed copy of the official Python documentation from the latest Python 3 distribution. For each copy sold \$1 will be donated to the PYTHON SOFTWARE FOUNDATION by the publisher. This book is part of a new six-part series of Python documentation books. Searching for "Python Documentation Manual" will show all six available books. THE AUTHOR Guido van Rossum, is the inventor of Python. Fred L. Drake, Jr. is the official editor of the Python documentation. ++++ UPDATE: A printing error has occurred with some of the first copies. At any time customers can return defective books to amazon. * The problem HAS BEEN FIXED. ++

Python Essential Reference

Presents case studies and instructions on how to solve data analysis problems using Python.

A Python Book

Presents a guide to the features and library modules of the Python programming language.

Expert Python Programming

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

Python 101

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 Programming

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

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