
Learn Python The Hard Way

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 Organizing and writing code
 Basic mathematics
 Variables
 Strings and text
 Interacting with users
 Working with files
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 Automated testing
 Basic game development
 Basic web development
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 Learning Models Tips For Success
 Practical exercises to test your
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Python for Kids

A Playful Introduction To Programming *No Starch Press*

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- Organize and reuse your code with functions and modules
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- 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!

Python Crash Course

A Hands-On, Project-Based Introduction to Programming *No Starch Press*

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how

to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been

thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Python Cookbook

Recipes for Mastering Python 3 *"O'Reilly Media, Inc."*

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a

dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

Invent Your Own Computer Games with Python, 4E *No Starch Press*

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you’ve never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you’ll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: -Combine loops, variables, and flow control statements into real working programs -Choose the right data structures for the job, such as lists, dictionaries, and tuples -Add graphics

and animation to your games with the pygame module -Handle keyboard and mouse input -Program simple artificial intelligence so you can play against the computer -Use cryptography to convert text messages into secret code -Debug your programs and find common errors As you work through each game, you’ll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Learn Python in One Day and Learn It Well

Python for Beginners with Hands-On Project. the Only Book You Need to

Start Coding in Python Immediately*CreateSpace*

Master Python Programming with a unique Hands-On Project Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Python language even if you have never coded before. Carefully Chosen Python Examples

Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language.

Are you ready to dip your toes into the exciting world of Python coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: What is Python? What software you need to code and run Python programs? What are variables? What mathematical operators are there in Python? What are the common data types in Python? What are Lists and Tuples? How to format strings How to accept user inputs and display outputs How to make decisions with If statements How to control the flow of program with loops How to handle errors and exceptions What are functions and modules? How to define your own functions and modules How to work with external files .. and more... Finally, you'll be guided through a hands-on project that requires the

application of all the topics covered. Click the "Add to Cart" button now to start learning Python. Learn it fast and learn it well.

The Coding Manual for Qualitative Researchers *SAGE*

The Second Edition of Johnny Saldaña's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book: -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use The Coding Manual for Qualitative

Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldaña discusses the method's origins, a description of the method, practical applications, and a clearly illustrated example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

Hello! Python *Simon and Schuster*

Summary Hello! Python fully covers the building blocks of Python programming and gives you a gentle introduction to more advanced topics such as object-

oriented programming, functional programming, network programming, and program design. New (or nearly new) programmers will learn most of what they need to know to start using Python immediately. About this Book Programmers love Python because it's fast and efficient. Shouldn't learning Python be just the same? Hello! Python starts quickly and simply, with a line of Python code. You'll learn the basics the right way--by writing your own programs. Along the way, you'll get a gentle introduction to more advanced concepts and new programming styles.> No experience with Python needed. Exposure to another programming language is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle

eBook from Manning. Also available is all code from the book. What Makes Hello! Python special Learn Python fast Even if you've never written a line of code before, you'll be writing real Python apps in just an hour or two. Great examples There's something new in every chapter, including games, web programming with Django, databases, and more. User Friendly guides Using lots of illustrations and a down-to-earth writing style, this book invites you to explore Python along with half-a-dozen traveling companions from the User Friendly cartoon strip.

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oriented Programming Sufficiently
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SQL Cookbook *"O'Reilly Media, Inc."*

A guide to SQL covers such topics as retrieving records, metadata queries, working with strings, data arithmetic, date manipulation, reporting and warehousing, and hierarchical queries.

Programming for Computations - Python

A Gentle Introduction to Numerical Simulations with Python *Springer*

This book presents computer programming as a key method for solving mathematical problems. There

are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Beyond the Basic Stuff with Python

Best Practices for Writing Clean Code *No Starch Press*

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, *Automate the Boring Stuff with Python*. What's the next step toward becoming a capable, confident software developer? Welcome to *Beyond the Basic Stuff with Python*. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming

variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn:

- Coding style, and how to use Python's Black auto-formatting tool for cleaner code
- Common sources of bugs, and how to detect them with static analyzers
- How to structure the files in your code projects with the Cookiecutter template tool
- Functional programming techniques like lambda and higher-order functions
- How to profile the speed of your code with Python's built-in `timeit` and `cProfile` modules
- The computer

science behind Big-O algorithm analysis

- How to make your comments and docstrings informative, and how often to write them
- How to create classes in object-oriented programming, and why they're used to organize code

Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But *Beyond the Basic Stuff with Python* will get you further down that path and make you a better programmer, as you learn to write

readable code that's easy to debug and perfectly Pythonic Requirements: Covers Python 3.6 and higher

Python For Dummies *John Wiley & Sons*

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!

Programming in Python 3

A Complete Introduction to the Python Language *Pearson Education*

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, *Programming in Python 3*

brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules

Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable

example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

Program Arcade Games

With Python and Pygame *Apress*

Learn and use Python and PyGame to design and build cool arcade games. In *Program Arcade Games: With Python and PyGame, Second Edition*, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; integrate and use game controllers; add sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game

applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms. You'll learn:

- How to create quiz games
- How to integrate and start using graphics
- How to animate graphics
- How to integrate and use game controllers
- How to add sound and bit-mapped graphics
- How to build grid-based games

Audience“div>This book assumes no prior programming knowledge.

A Smarter Way to Learn Python *Createspace Independent Publishing Platform*

I designed a learning system for myself that quadrupled my aptitude for learning

computer languages. It worked so well for me that I've used it to teach coding to grandmothers, cab drivers, musicians, and 50,000 other newbies. Washington University research shows that a key teaching method I use--interactive recall practice--improves learning performance 400 percent. Computer languages are not inherently hard to understand, even for non-techies. Remembering is the problem. Research shows that you will remember everything if you're repeatedly asked to recall it. That's the beauty of flash cards. But technology offers an even better way to make information stick. With my book you get almost a thousand interactive exercises--they're free online--that embed the whole book in your memory. Algorithms check your work to make sure you know

what you think you know. When you stumble, you do the exercise again. You keep trying until you know the chapter cold. The exercises keep you engaged, give you extra practice where you're shaky, and prepare you for each next step. Every lesson is built on top of a solid foundation that you and I have carefully constructed. Each individual step is small. But all the little steps add up to real knowledge--knowledge that you retain. You don't need to be a computer genius to learn Python. You just need to be smart about how you learn it.--Amazon.com description.

The Markdown Guide

The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn

the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, The Markdown Guide is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Data Sense

An Introduction to Statistics for the Behavioral Sciences

Python Scripting for Arcgis Pro *Esri Press*

Python Scripting for ArcGIS Pro is the definitive, easy-to-follow guide to writing useful Python code with spatial data in ArcGIS Pro, whether you're new to programming or not.

40 Algorithms Every Programmer Should Know

Hone your problem-solving skills by learning different algorithms and their implementation in Python *Packt Publishing Ltd*

Algorithms play an important role in both the science and practice of computing. To optimally use algorithms, a deeper understanding of their logic and mathematics is essential. Beyond traditional computing, the ability to apply these algorithms to solve real-world problems is a necessary skill, and this is what this book focuses on.

PostSecret

Extraordinary Confessions from

Ordinary Lives *Harper Collins*

The project that captured a nation's imagination. The instructions were simple, but the results were extraordinary. "You are invited to anonymously contribute a secret to a group art project. Your secret can be a regret, fear, betrayal, desire, confession, or childhood humiliation. Reveal anything -- as long as it is true and you have never shared it with anyone before. Be brief. Be legible. Be creative." It all began with an idea Frank Warren had for a community art project. He began handing out postcards to strangers and leaving them in public places -- asking people to write down a secret they had never told anyone and mail it to him, anonymously. The response was overwhelming. The secrets were both

provocative and profound, and the cards themselves were works of art -- carefully and creatively constructed by hand. Addictively compelling, the cards reveal our deepest fears, desires, regrets, and obsessions. Frank calls them "graphic haiku," beautiful, elegant, and small in structure but powerfully emotional. As Frank began posting the cards on his website, PostSecret took on a life of its own, becoming much more than a simple art project. It has grown into a global phenomenon, exposing our individual aspirations, fantasies, and frailties -- our common humanity. Every day dozens of postcards still make their way to Frank, with postmarks from around the world, touching on every aspect of human experience. This extraordinary collection brings together

the most powerful, personal, and beautifully intimate secrets Frank Warren has received -- and brilliantly illuminates that human emotions can be unique and universal at the same time.

Learn C the Hard Way

A Clear & Direct Introduction to Modern C Programming *Addison-Wesley Professional*

You Will Learn C! Zed Shaw has perfected the world's best system for learning C. Follow it and you will succeed--just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything

else. In *Learn C the Hard Way*, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good modern C programs look like, how to think more effectively about code, and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that defends itself from malicious activity and defects. Shaw teaches all the key skills you need to start writing excellent C software: Planning and attention to detail Setting up a C environment Basic syntax and idioms Compilation, make files, and

linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more It'll Be Hard At First. But Soon, You'll Just Get It-And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer. Watch Zed first! The accompanying DVD contains 5+ hours of passionate, powerful teaching to jumpstart your learning of each key skill: a complete C video course!

The Hitchhiker's Guide to Python

Best Practices for Development

"O'Reilly Media, Inc."

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.

Pandas for Everyone

Python Data Analysis *Addison-Wesley Professional*

The Hands-On, Example-Rich Introduction to Pandas Data Analysis in Python Today, analysts must manage data characterized by extraordinary variety, velocity, and volume. Using the open source Pandas library, you can use Python to rapidly automate and perform virtually any data analysis task, no matter how large or complex. Pandas can help you ensure the veracity of your data, visualize it for effective decision-making, and reliably reproduce analyses

across multiple datasets. Pandas for Everyone brings together practical knowledge and insight for solving real problems with Pandas, even if you're new to Python data analysis. Daniel Y. Chen introduces key concepts through simple but practical examples, incrementally building on them to solve more difficult, real-world problems. Chen gives you a jumpstart on using Pandas with a realistic dataset and covers combining datasets, handling missing data, and structuring datasets for easier analysis and visualization. He demonstrates powerful data cleaning techniques, from basic string manipulation to applying functions simultaneously across dataframes. Once your data is ready, Chen guides you through fitting models for prediction,

clustering, inference, and exploration. He provides tips on performance and scalability, and introduces you to the wider Python data analysis ecosystem. Work with DataFrames and Series, and import or export data Create plots with matplotlib, seaborn, and pandas Combine datasets and handle missing data Reshape, tidy, and clean datasets so they're easier to work with Convert data types and manipulate text strings Apply functions to scale data manipulations Aggregate, transform, and filter large datasets with groupby Leverage Pandas' advanced date and time capabilities Fit linear models using statsmodels and scikit-learn libraries Use generalized linear modeling to fit models with different response variables Compare multiple models to select the

“best” Regularize to overcome overfitting and improve performance Use clustering in unsupervised machine learning

Learn More Python 3 the Hard Way

The Next Step for New Python Programmers

Python Tricks

The Book *Dan Bader*

"I don't even feel like I've scratched the surface of what I can do with Python" With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to

mastering Python, so you can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the "hidden gold" in Python's standard library and start writing clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If

you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: "I kept thinking that I wished I had access to a book like this when I started learning Python many years ago." - Mariatta Wijaya, Python Core Developer "This book makes you write better Python code!" - Bob Belderbos, Software Developer at Oracle "Far from being just a shallow collection of snippets, this book will leave the attentive reader with

a deeper understanding of the inner workings of Python as well as an appreciation for its beauty." - Ben Felder, Pythonista "It's like having a seasoned tutor explaining, well, tricks!" - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc.

Learn to Program *Pragmatic Bookshelf*

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into

the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are

interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Coding All-in-One For Dummies *John Wiley & Sons*

See all the things coding can accomplish

The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big

applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.