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[Python in 24 Hours, Sams Teach Yourself: Cunningham, Katie ...](#)

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Python in 24 Hours, Sams Teach Yourself by Katie Cunningham

Now, there's a simple, up-to-date beginner's tutorial that will help you master the newest versions of Python: "Sams Teach Yourself Python in 24 Hours, Second Edition." Completely rewritten. Python is the perfect "first programming language." It's easy for beginners to read and understand, and since it's so

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widely used, you can apply what you've learned practically anywhere.

Sams Teach Yourself Python in 24 Hours by Katie Cunningham

By the very nature of this book (1 hour per chapter, over 24 hours), this book is not inclusive of all that is Python, but it covers the basics very well. I would honestly suggest this book as the book to read for someone with no prior programming or Python experience.

Amazon.com: Customer reviews: Sams Teach Yourself Python ...

Sams Teach Yourself Python in 24 Hours by Katie Cunningham is a book for aspiring Python developers. Note that this is a review of the fifth printing of the book (September 2015) using Python 2.7 as its base!

Python in 24 Hours, Sams Teach Yourself (2nd Edition ...

In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book 's straightforward, step-by-step approach, you ' ll move from the absolute basics through functions, objects, classes, modules, database integration, and more.

Cunningham, Python in 24 Hours, Sams Teach Yourself, 2nd ...

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Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to...

- Install and configure the Django web development framework
- Cleanly separate data, logic, and view layers
- Implement site interfaces with build templates and views
- Utilize templates and views to store, access, and retrieve data
- Use the Django forms library
- Define custom tags and filters to minimize coding
- Secure sites with registration, authorization, logins, and permissions
- Manage sessions and cookies
- Implement middleware for request and response handling
- Create sitemaps to inform search engines of your content
- Internationalize your site
- Optimize performance with caching
- Deploy Django in

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multiple configurations Maintain sites with Django ' s administrator interface Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7: Implementing Django Templates to Create Custom Views 117 Hour 8: Using Built-in Template Tags to Enhance Views 139 Hour 9: Using Built-in Template Filters to Enhance Views 155 Hour 10: Adding Forms to Views 185 Hour 11: Using Views to Add and Update Data in the Database 209 Hour 12: Utilizing Generic Views 231 Hour 13: Advanced View Configurations 269 Part III: Implementing a Full-Featured Website Hour 14: Managing Site Users 295 Hour 15: Adding Website Security 313 Hour 16: Managing Sessions and Cookies 333 Hour 17: Customizing Models in the Admin Interface 347 Hour 18: Customizing the Admin Interface 365 Part IV: Implementing Advanced Website Components Hour 19: Implementing Middleware 383 Hour 20: Internationalization and Localization 407 Hour 21: Creating Sitemaps 423 Hour 22: Implementing Multiple Websites 437 Hour 23: Configuring Caching 451 Hour 24: Deploying Django 465 Appendixes Appendix A: Django Resources 477 Appendix B: Django Form Field Objects 481 Appendix C: Formatting Dates and Times 491 Index 493

Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book ' s straight-forward, step-by-step approach, you ' ll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits

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for sensing and robotics. Every lesson and case study application builds on what you 've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8 for Windows; and Professional Linux Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi 's GPIO interface Walk through example Raspberry Pi projects that

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inspire you to do even more On the Web: Register your book at informit.com/title/9780672337642 for access to all code examples from the book, as well as update and corrections as they become available.

Apache Spark is a fast, scalable, and flexible open source distributed processing engine for big data systems and is one of the most active open source big data projects to date. In just 24 lessons of one hour or less, Sams Teach Yourself Apache Spark in 24 Hours helps you build practical Big Data solutions that leverage Spark ' s amazing speed, scalability, simplicity, and versatility. This book ' s straightforward, step-by-step approach shows you how to deploy, program, optimize, manage, integrate, and extend Spark – now, and for years to come. You ' ll discover how to create powerful solutions encompassing cloud computing, real-time stream processing, machine learning, and more. Every lesson builds on what you ' ve already learned, giving you a rock-solid foundation for real-world success. Whether you are a data analyst, data engineer, data scientist, or data steward, learning Spark will help you to advance your career or embark on a new career in the booming area of Big Data. Learn how to

- Discover what Apache Spark does and how it fits into the Big Data landscape
- Deploy and run Spark locally or in the cloud
- Interact with Spark from the shell
- Make the most of the Spark Cluster Architecture
- Develop Spark applications with Scala and functional Python
- Program with the Spark API, including transformations and actions
- Apply practical data engineering/analysis approaches designed for Spark
 - Use Resilient Distributed Datasets (RDDs) for caching, persistence, and output
 - Optimize Spark solution performance
 - Use Spark with SQL (via Spark SQL) and with NoSQL (via Cassandra)
- Leverage cutting-edge functional programming techniques
- Extend Spark with streaming, R, and Sparkling Water
- Start building Spark-based machine learning and graph-processing applications
- Explore advanced messaging technologies, including Kafka
- Preview and prepare for Spark ' s next

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generation of innovations Instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By the time you're finished, you'll be comfortable using Apache Spark to solve a wide spectrum of Big Data problems.

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success " Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory--and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C

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programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that 's simpler, more reliable, and far more scalable. This book 's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go 's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go 's powerful new idioms. Every lesson builds on what you 've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, " Creating a RESTful JSON API, " and Hour 26 " Creating a TCP Chat Server " Learn how to...

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- Master core features, including strings, functions, structs, and methods
- Work with types, variables, functions, and control structures
- Make the most of Go 's arrays, slices, and maps
- Write powerful concurrent software with Goroutines and channels
- Handle program errors smoothly
- Promote code reuse with packages
- Master Go 's unique idioms for highly effective coding
- Use regular expressions and time/date functions
- Test and benchmark Go code
- Write basic command-line programs, HTTP servers, and HTTP clients
- Efficiently move Go code into production
- Build

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basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

In just 24 lessons of one hour or less, Sams Teach Yourself R in 24 Hours helps you learn all the R skills you need to solve a wide spectrum of real-world data analysis problems. You'll master the entire data analysis workflow, learning to build code that's efficient, reproducible, and suitable for sharing with others. This book's straightforward, step-by-step approach teaches you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn How To Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular tidy, dplyr and data.table packages Write more efficient R code with profiling, vectorization, and initialization Plot data and extend your graphical capabilities with ggplot2 and Lattice graphics Develop common types of models Construct high-quality packages, both simple and complex Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at <http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book>.

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Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++ – one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you ’ ve created, to what ’ s coming in C++0x, the next version of C++. Each lesson builds on what you ’ ve already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you ’ re ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform – Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what ’ s new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book ’ s official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book ’ s examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

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