

A Student S To Python For Physical Modeling

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Introduction to Python Programming is written for students who are beginners in the field of computer programming. This book presents an intuitive approach to the concepts of Python Programming for students. This book differs from traditional texts not only in its philosophy but also in its overall focus, level of activities, development of topics, and attention to programming details. The contents of the book are chosen with utmost care after analyzing the syllabus for Python course prescribed by various top universities in USA, Europe, and Asia. Since the prerequisite know-how varies significantly from student to student, the book's overall overture addresses the challenges of teaching and learning of students which is fine-tuned by the authors' experience with large sections of students. This book uses natural language expressions instead of the traditional shortened words of the programming world. This book has been written with the goal to provide students with a textbook that can be easily understood and to make a connection between what students are learning and how they may apply that knowledge. Features of this book This book does not assume any previous programming experience, although of course, any exposure to other programming languages is useful This book introduces all of the key concepts of Python programming language with helpful illustrations Programming examples are presented in a clear and consistent manner Each line of code is numbered and explained in detail Use of f-strings throughout the book Hundreds of real-world examples are included and they come from fields such as entertainment, sports, music and environmental studies Students can periodically check their progress with in-chapter quizzes that appear in all chapters

This resource is written to follow the updated IGCSE® Computer Science syllabus 0478 with examination from June and November 2016. Cambridge IGCSE® and O Level Computer Science Programming Book for Python accompanies the Cambridge IGCSE and O Level Computer Science coursebook, and is suitable for students and teachers wishing to use Python in their studies. It introduces and develops practical skills to guide students in developing coding solutions to the tasks presented in the book. Starting from simple skills and progressing to more complex challenges, this book shows how to approach a coding problem using Structure Diagrams and Flow Charts, explains programming logic using pseudocode, develops Python programming skills and gives full solutions to the tasks set.

For courses in Python programming. A clear and student-friendly introduction to the fundamentals of Python In *Starting Out with Python(R)*, 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. *Starting Out with Python* discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material. Also Available with MyLab Programming. MyLab(TM) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134543661 / 9780134543666 *Starting Out with Python Plus MyLab Programming with Pearson eText -- Access Card Package*, 4/e Package consists of: 0134444329 / 9780134444321 *Starting Out with Python* 0134484967 / 9780134484969 *MyLab Programming with Pearson eText -- Access Code Card* -- for *Starting Out with Python* Students can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337

Python Programming in Context

FULL SOURCE CODE: SQLITE FOR STUDENTS AND PROGRAMMERS WITH PYTHON GUI

Python Language Drafting Notebook

A Practical Course for Beginners

Python for MBAs

Fundamentals of Python: First Programs

Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862259/ISBN-13: 978013386225 . That package includes ISBN-10: 0133582736/ISBN-13: 9780133582734 and ISBN-10: 0133759113 /ISBN-13: 9780133759112. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. This text is intended for a one-semester introductory programming course for students with limited programming experience. It is also appropriate for readers interested in introductory programming. In Starting Out with Python®, Third Edition Tony Gaddis' evenly-paced, accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, detail-oriented explanations, and an abundance of exercises appear in every chapter. MyProgrammingLab for Starting Out with Python is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. It will help: Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Keep Your Course Current: This edition's programs have been tested with Python 3.3.2.

In this project, we provide you with a SQLITE version of an Oracle sample database named OT which is based on a global fictitious company that sells computer hardware including storage, motherboard, RAM, video card, and CPU. You can find the detailed structures of the database: <https://www.oracletutorial.com/getting-started/oracle-sample-database/>. The company maintains the product information such as name, description standard cost, list price, and product line. It also tracks the inventory information for all products including warehouses where products are available. Because the company operates globally, it has warehouses in various locations around the world. The company records all customer information including name, address, and website. Each customer has at least one contact person with detailed information including name, email, and phone. The company also places a credit limit on each customer to limit the amount that customer can owe. Whenever a customer issues a purchase order, a sales order is created in the database with the pending status. When the company ships the order, the order status becomes shipped. In case the customer cancels an order, the order status becomes canceled. In addition to the sales information, the employee data is recorded with some basic information such as name, email, phone, job title, manager, and hire date. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by status, top 10 sales by status, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2016, amount feature over 2017, and amount payment in all years.

Patients with Liver disease have been continuously increasing because of excessive consumption of alcohol, inhale of harmful gases, intake of contaminated food, pickles and drugs. This dataset was used to evaluate prediction algorithms in an effort to reduce burden on doctors. This dataset contains 416 liver patient records and 167 non liver patient records collected from North East of Andhra Pradesh, India. The "Dataset" column is a class label used to divide groups into liver patient (liver disease) or not (no disease). This data set contains 441 male patient records and 142 female patient records. Any patient whose age exceeded 89 is listed as being of age "90". Columns in the dataset: Age of the patient; Gender of the patient; Total Bilirubin; Direct Bilirubin; Alkaline Phosphatase; Alamine Aminotransferase; Aspartate Aminotransferase; Total Protiens; Albumin; Albumin and Globulin Ratio; and Dataset: field used to split the data into two sets (patient with liver disease, or no disease). The models used in this project are K-Nearest Neighbor, Random Forest, Naive Bayes, Logistic Regression, Decision Tree, Support Vector Machine, Adaboost, LGBM classifier, Gradient Boosting, XGB classifier, MLP classifier, and CNN 1D. Finally, you will develop a GUI using PyQt5 to plot boundary decision, ROC, distribution of features, feature importance, cross validation score, and predicted values versus true values, confusion matrix, learning curve, performance of the model, scalability of the model, training loss, and training accuracy.

In this project, we provide you with a MySQL version of an Oracle sample database named OT which is based on a global fictitious company that sells computer hardware including storage, motherboard, RAM, video card, and CPU. The company maintains the product information such as name, description standard cost, list price, and product line. It also tracks the inventory information for all products including warehouses where products are available. Because the company operates globally, it has warehouses in various locations around the world. The company records all customer information including name, address, and website. Each customer has at least one contact person with detailed information including name, email, and phone. The company also places a credit limit on each customer to limit the amount that customer can owe. Whenever a customer issues a purchase order, a sales order is created in the database with the pending status. When the company ships the order, the order status becomes shipped. In case the customer cancels an order, the order status becomes canceled. In addition to the sales information, the employee data is recorded with some basic information such as name, email, phone, job title, manager, and hire date. In this project, you will write Python script to create every table and insert rows of data into each of them. You will develop GUI with PyQt5 to each table in the database. You will also create GUI to plot: case distribution of order date by year, quarter, month, week, and day; the distribution of amount by year, quarter, month, week, day, and hour; the distribution of bottom 10 sales by product, top 10 sales by product, bottom 10 sales by customer, top 10 sales by customer, bottom 10 sales by category, top 10 sales by category, bottom 10 sales by status, top 10 sales by status, bottom 10 sales by customer city, top 10 sales by customer city, bottom 10 sales by customer state, top 10 sales by customer state, average amount by month with mean and EWM, average amount by every month, amount feature over June 2016, amount feature over 2017, and amount payment in all years.

Exploring Data in Python 3

Python in Education

An Introduction to Computer Science and Python Programming

Quickstart Python

Bioinformatics Programming in Python

A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code

A user-friendly, object-oriented language, Python is quickly becoming the favorite introductory programming language among students and instructors. Many find Python to be a more lucid language than Java but with much of the functionality and therefore the ideal first language for those entering the world of Computer Science. Python Programming in Context is a clear, accessible introduction to the fundamental programming and problem solving concepts necessary for students at this level. The authors carefully build upon the many important computer science concepts and problem solving techniques throughout the text and offer relevant, real-world examples and exercises to reinforce key material. Programming skills throughout the text are linked to applied areas such as Image Processing, Cryptography, Astronomy, Music, the Internet, and Bioinformatics, giving students a well rounded look of its capabilities.

A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. This text is intended for a one-semester introductory programming course for students with limited programming experience. It is also appropriate for readers interested in introductory programming. In Starting Out with Python®, Third Edition Tony Gaddis' evenly-paced, accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, detail-oriented explanations, and an abundance of exercises appear in every chapter. MyProgrammingLab for Starting Out with Python is a total learning package.

MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. It will help: Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Keep Your Course Current: This edition's programs have been tested with Python 3.3.2. Note: Starting Out with Python with MyProgrammingLab Access Card Package, 3/e contains: ISBN-10: 0133582736/ISBN-13: 9780133582734 Starting Out with Python , 3/e ISBN-10: 0133759113/ISBN-13: 9780133759112 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Python , 3/e MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

Master today's required computer science topics while preparing for further study with Lambert's FUNDAMENTALS OF PYTHON: FIRST PROGRAMS. This book's easygoing approach is ideal for readers with any type of background. The approach starts with simple algorithmic code and then scales into working with functions, objects, and classes as the problems become more complex and require new abstraction mechanisms. Rather than working only with numeric or text-based applications like other introductions, this edition presents graphics, image manipulation, GUIs, and simple networked client/server applications. The author uses Python's standard Turtle graphics module to introduce graphics and to provide open source frameworks for easy image processing and GUI application development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Starting Out with Python, Student Value Edition
Applications and Techniques in Cyber Intelligence (ATCI 2020)
Python for Everybody
Volume 3

For First Year Engineering Students

DATA SCIENCE WORKSHOP: Liver Disease Classification and Prediction Using Machine Learning and Deep Learning with Python GUI

The dataset used in this project was collected from the Faculty of Engineering and Faculty of Educational Sciences students in 2019. The purpose is to predict students' end-of-term performances using ML techniques. Attribute information in the dataset are as follows: Student ID; Student Age (1: 18-21, 2: 22-25, 3: above 26); Sex (1: female, 2: male); Graduated high-school type: (1: private, 2: state, 3: other); Scholarship type: (1: None, 2: 25%, 3: 50%, 4: 75%, 5: Full); Additional work: (1: Yes, 2: No); Regular artistic or sports activity: (1: Yes, 2: No); Do you have a partner: (1: Yes, 2: No); Total salary if available (1: USD 135-200, 2: USD 201-270, 3: USD 271-340, 4: USD 341-410, 5: above 410); Transportation to the university: (1: Bus, 2: Private car/taxi, 3: bicycle, 4: Other); Accommodation type in Cyprus: (1: rental, 2: dormitory, 3: with family, 4: Other); Mother's education: (1: primary school, 2: secondary school, 3: high school, 4: university, 5: MSc., 6: Ph.D.); Father's education: (1: primary school, 2: secondary school, 3: high school, 4: university, 5: MSc., 6: Ph.D.); Number of sisters/brothers (if available): (1: 1, 2: 2, 3: 3, 4: 4, 5: 5 or above); Parental status: (1: married, 2: divorced, 3: died - one of them or both); Mother's occupation: (1: retired, 2: housewife, 3: government officer, 4: private sector employee, 5: self-employment, 6: other); Father's occupation: (1: retired, 2: government officer, 3: private sector employee, 4: self-employment, 5: other); Weekly study hours: (1: None, 2:

Mylab Programming With Pearson Access Card for Starting Out With Python

Learn Python 3 the Hard Way

Building Python Programs, Student Value Edition

Starting Out with Python PDF eBook, Global Edition

Python for Kids

Creative Coding in Python presents over 30 creative projects that teach kids how to code in the easy and intuitive programming language, Python. Creative Coding in Python teaches the fundamentals of computer programming and demonstrates how to code 30+ fun, creative projects using Python, a free, intuitive, open-source programming language that's one of the top five most popular worldwide and one of the most popular Google search terms in the U.S. Computer science educator Sheena Vaidyanathan helps kids understand the fundamental ideas of computer programming and the process of computational thinking using illustrations, flowcharts, and pseudocode, then shows how to apply those essentials to code exciting projects in Python: Chatbots: Discover variables, strings, integers, and more to design conversational programs. Geometric art: Use turtle graphics to create original masterpieces. Interactive fiction: Explore booleans and conditionals to invent "create your own adventure" games. Dice games: Reuse code to devise games of chance. Arcade games and apps: Understand GUI (graphical user interfaces) and create your own arcade games and apps. What 's next? Look at exciting ways to use your powerful new skills and expand your knowledge of coding in Python. Creative Coding in Python gives kids the tools they need to create their own computer programs.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

NOTE: This loose-leaf, three-hole punched version of the textbook gives students the flexibility to take only what they need to class and add their own notes - all at an affordable price. For courses in Java programming. A layered, back-to-basics approach to Python programming The authors of the long successful title, Building Java Programs, bring their proven and class-tested, back-to-basics strategy to teaching Python programming for the first time in Building Python Programs . Their signature layered approach introduces programming fundamentals first, with new syntax and concepts added over multiple chapters. Object-oriented programming is discussed only after students have developed a basic understanding of Python programming. This newly published text focuses on problem solving with an emphasis on algorithmic thinking and is appropriate for the two-semester sequence in introductory computer science.

10 Basic Important Python Programs For Class 11 students

10 Basic Important Python Programs For Class 11 students

Anticipatory Systems: Humans Meet Artificial Intelligence

ECGBL 2017 11th European Conference on Game-Based Learning

FULL SOURCE CODE: MYSQL FOR STUDENTS AND PROGRAMMERS WITH PYTHON GUI

30+ Programming Projects in Art, Games, and More

Python Resources for Teachers and Students

A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that is rapidly gaining popularity throughout the sciences. This fully updated edition of *A Student's Guide to Python for Physical Modeling* aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This tutorial focuses on fundamentals and introduces a wide range of useful techniques, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Animation Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. Web-based resources also accompany this guide and include code samples, data sets, and more. This current edition brings the discussion of the Python language, Spyder development environment, and Anaconda distribution up to date. In addition, a new appendix introduces Jupyter notebooks.

This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

An Active Learning Approach to Teaching the Main Ideas in Computing Explorations in Computing: An Introduction to Computer Science and Python Programming teaches computer science students how to use programming skills to explore fundamental concepts and computational approaches to solving problems. Tbook gives beginning students an introduction to

Under One Condition: An Introduction to Computer Science Principles and Programming in Python is designed for curious middle school and building high school students.

This book covers topics including design and development, computing errors, abstraction, mutability, computer networks, safe computing, and the many aspects of data.

A Student's Guide to Python for Physical Modeling

With Application to Understanding Data

Python Programming

Creative Coding in Python

Cambridge IGCSE® and O Level Computer Science Programming Book for Python

Python for Students

Learn programming with Python in this fun and easy-to-follow course designed for high-school and college-age students.

The book developed from the need to teach a linear algebra course to students focused on data science and bioinformatics programs.

These students tend not to realize the importance of linear algebra in applied sciences since traditional linear algebra courses tend to cover mathematical contexts but not the computational aspect of linear algebra or its applications to data science and bioinformatics. The author presents the topics in a traditional course yet offers lectures as well as lab exercises on simulated and empirical data sets. This textbook provides students a theoretical basis which can then be applied to the practical R and Python problems, providing the tools needed for real-world applications. Each section starts with working examples to demonstrate how tools from linear algebra can help solve problems in applied science. These exercises start from easy computations, such as computing determinants of matrices, to practical applications on simulated and empirical data sets with R so that students learn how to get started with R along with computational examples in each section and then they learn how to apply what they learn to problems in applied sciences. This book is designed from first principles to demonstrate the importance of linear algebra through working computational examples with R and python including tutorials on how to install R in the Appendix. If a student has never seen R, they can get started without any additional help. Since Python is one of the most popular languages in data science,

optimization, and computer science, code supplements are available for students who feel more comfortable with Python. R is used primarily for computational examples to develop student's practical computational skills. Table of Contents Preface List of Figures List of Tables 1. Systems of Linear Equations and Matrices 2. Matrix Arithmetic 3. Determinants 4. Vector Spaces 5. Inner Product Space 6. Eigen values and Eigen vectors 7. Linear Regression 8. Linear Programming Network Analysis Appendices A) Introduction to RStudio via Amazon Web Service (AWS) B) Introduction to R Bibliography Index Biography Dr. Ruriko Yoshida is an Associate Professor of Operations Research at the Naval Postgraduate School. She received her Ph.D. in Mathematics from the University of California, Davis. Her research topics cover a wide variety of areas: applications of algebraic combinatorics to statistical problems such as statistical learning on non-Euclidean spaces, sensor networks, phylogenetics, and phylogenomics. She teaches courses in statistics, stochastic models, probability, and data science.

From the ads that track us to the maps that guide us, the twenty-first century runs on code. The business world is no different. Programming has become one of the fastest-growing topics at business schools around the world. An increasing number of MBAs are choosing to pursue careers in tech. For them and other professionals, having some basic coding knowledge is a must. This book is an introduction to programming with Python for MBA students and others in business positions who need a crash course. One of the most popular programming languages, Python is used for tasks such as building and running websites, data analysis, machine learning, and natural-language processing. Drawing on years of experience providing instruction in this material at Columbia Business School as well as extensive backgrounds in technology, entrepreneurship, and consulting, Mattan Griffel and Daniel Guetta teach the basics of programming from scratch. Beginning with fundamentals such as variables, strings, lists, and functions, they build up to data analytics and practical ways to derive value from large and complex datasets. They focus on business use cases throughout, using the real-world example of a major restaurant chain to offer a concrete look at what Python can do. Written for business students with no previous coding experience and those in business roles that include coding or working with coding teams, Python for MBAs is an indispensable introduction to a versatile and powerful programming language.

This book presents innovative ideas, cutting-edge findings, and novel techniques, methods, and applications in a broad range of cybersecurity and cyberthreat intelligence areas. As our society becomes smarter, there is a corresponding need to secure our cyberfuture. The book describes approaches and findings that are of interest to business professionals and governments seeking to secure our data and underpin infrastructures, as well as to individual users.

An Introduction to Computer Science

Alice Dreaming: A Play for Secondary Students A Play for Secondary Students

Starting Out with Python with Access Code

Updated Edition

Trends and Innovations in Information Systems and Technologies

A Playful Introduction To Programming

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

A Student's Guide to Python for Physical Modeling: Second Edition Princeton University Press

Alice Dreaming is a play for secondary students that tells a uniquely Australian story. Trapped by the expectations of others, a girl escapes into her imagination. Following an albatross, Alice takes a journey across Australia that eventually brings her closer to home and an understanding of who she is. Inspired by Alice's Adventures in Wonderland and The Wizard of Oz, it is a play written about teenagers, for teenagers. Embracing a non-naturalistic theatrical language, Alice Dreaming can incorporate a number of performance elements, including puppetry, mask, music and dance. Roles are suitable for performance by both boys and girls. The cast includes 29 speaking roles plus chorus. The play runs for 60-80 minutes. Designed to provoke discussion and debate, Alice Dreaming can be used as a classroom resource to develop student thinking around both personal issues and social issues, including the environment, politics and Australian history.

The author has been very selective about what topics to cover in this short step by step manual for first year engineering students. The first eleven chapters cover what you must know. This is based on personal experience as a petroleum engineer. The reader needs little or no programming experience. The best part is you can learn to program in Python for FREE! The Python programming language and the professional PyCharm Community user interface are free downloads. All that is required is a Windows computer with 8GB RAM. (Most 4GB computers can be inexpensively upgraded to 8GB.) Chapters 12 thru 16 cover topics that you may need, or are good to know if reading other programmer's Python code. Chapters 17 thru 20 contain more advanced Python examples of practical applications in engineering. The manual comes with a companion website that contains all the code for the manual. The programs have all been tested and can be copy and pasted from the website to the PyCharm Community user interface on your computer. Python is a very versatile language and has applications in gaming, web development, machine learning, AI, science, finance, business, and engineering. Python is user friendly.

Introduction to Computing and Programming in Python, Global Edition

Explorations in Computing

Linear Algebra and Its Applications with R

Introduction to Computation and Programming Using Python, second edition

An Introduction to Programming for STEM Students

2020 International Conference on Applications and Techniques in Cyber Intelligence

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

This access card provides access to MyLab Programming. Pearson eText is included. A clear and student-friendly introduction to the fundamentals of Python In Starting Out with Python(R), 5th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, and lists before classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 5th Edition include a new chapter on database programming, and new coverage of GUI programming, string processing and formatting, and turtle graphics topics. Personalize learning with MyLab Programming By combining trusted author content with digital tools and a flexible platform, MyLab personalizes the learning experience and improves results for each student. With MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work. Plus, get anytime, anywhere access with Pearson eText Pearson eText is a simple-to-use, mobile-optimized, personalized reading experience available within MyLab. It lets students highlight and take notes, all in one place - even when offline. Educators can easily customize the table of contents and share their own notes with students so they see the connection between their eText and what they learn in class. NOTE: You are purchasing an access code only. Before purchasing, check with your instructor to confirm the correct ISBN. Several versions of the MyLab(TM) and Mastering(TM) platforms exist for each title, and registrations are not transferable. To register for and use MyLab or Mastering, you may also need a Course ID, which your instructor will provide. If purchasing or renting from companies other than Pearson, the access codes for the MyLab platform may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase.

Learn Python better through drafting it by hand! This notebook is perfect for students of Python. This Python language drafting notebook is a great way to write organized code drafts! To aid in code neatness, each line has six light, dashed indentation markers. Clear and organized code is the key to success; Neatness is vital for programming! Made by programmers for programmers.

The dataset used in this project consists of student achievement in secondary education of two Portuguese schools. The data attributes include student grades, demographic, social and school-related features) and it was collected by using school reports and questionnaires. Two datasets are provided regarding the performance in two distinct subjects: Mathematics (mat) and Portuguese language (por). In the two datasets were modeled under binary/five-level classification and regression tasks. Important note: the target attribute G3 has a strong correlation with attributes G2 and G1. This occurs because G3 is the final year grade (issued at the 3rd period), while G1 and G2 correspond to the 1st and 2nd period grades. It is more difficult to predict G3 without G2 and G1, but such prediction is much more useful. Attributes in the dataset are as follows: school - student's school (binary: 'GP' - Gabriel Pereira or 'MS' - Mousinho da Silveira); sex - student's sex (binary: 'F' - female or 'M' - male); age - student's age (numeric: from 15 to 22); address - student's home address type (binary: 'U' - urban or 'R' - rural); famsize - family size (binary: 'LE3' - less or equal to 3 or 'GT3' - greater than 3); Pstatus - parent's cohabitation status (binary: 'T' - living together or 'A' - apart); Medu - mother's education (numeric: 0 - none, 1 - primary education (4th grade), 2 - 5th to 9th grade, 3 - secondary education or 4 - higher education); Fedu - father's education (numeric: 0 - none, 1 - primary education (4th grade), 2 - 5th to 9th grade, 3 - secondary education or 4 - higher education); Mjob - mother's job (nominal: 'teacher', 'health' care related, civil 'services' (e.g. administrative or police), 'at_home' or 'other'); Fjob - father's job (nominal: 'teacher', 'health' care related, civil 'services' (e.g. administrative or police), 'at_home' or 'other'); reason - reason to choose this school (nominal: close to 'home', school 'reputation', 'course' preference or 'other'); guardian - student's guardian (nominal: 'mother', 'father' or 'other'); traveltime - home to school travel time (numeric: 1 - 1 hour); studytime - weekly study time (numeric: 1 - 10 hours); failures - number of past class failures (numeric: n if 1

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