

Read Book Pil
Python

Documentation

Pil Python Do cumentation

***This book is a
platform for
anyone who
wishes to
explore
Artificial
Intelligence in
the field of
agriculture from
scratch or***

Read Book Pil
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Documentation

*broaden their
understanding
and its uses.
This book offers
a practical,
hands-on
exploration of
Artificial
Intelligence,
machine
learning, deep
Learning,
computer vision
and Expert*

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*system with
proper examples
to understand.
This book also
covers the
basics of python
with example so
that any anyone
can easily
understand and
utilize
artificial
intelligence in
agriculture*

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field. This book is divided into two parts wherein first part talks about the artificial intelligence and its impact in the agriculture with all its branches and their basics. The second part of the book is

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Documentation

*purely
implementation
of algorithms
and use of
different
libraries of
machine
learning, deep
learning and
computer vision
to build useful
and sightful
projects in real
time which can*

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Documentation

*be very useful
for you to have
better
understanding of
artificial
intelligence.
After reading
this book, the
reader will an
understanding of
what Artificial
Intelligence is,
where it is
applicable, and*

Read Book Pil Python Documentation

*what are its
different
branches, which
can be useful in
different
scenarios. The
reader will be
familiar with
the standard
workflow for
approaching and
solving machine-
learning
problems, and*

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Documentation

*how to address
commonly
encountered
issues. The
reader will be
able to use
Artificial
Intelligence to
tackle real-
world problems
ranging from
crop health
prediction to
field*

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*surveillance
analytics,
classification
to recognition
of species of
plants etc.
Note: T&F does
not sell or
distribute the
hardback in
India, Pakistan,
Nepal, Bhutan,
Bangladesh and
Sri Lanka. This*

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Documentation

***title is co-
published with
NIPA.***

***This innovative
study presents
concepts and
problems in soil
physics, and
provides
solutions using
original
computer
programs. It
provides a close***

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Documentation

***examination of
physical
environments of
soil, including
an analysis of
the movement of
heat, water and
gases. The
authors employ
the programming
language Python,
which is now
widely used for
numerical***

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*problem solving
in the sciences.
In contrast to
the majority of
the literature
on soil physics,
this text
focuses on
solving, not
deriving,
differential
equations for
transport. Using
numerical*

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procedures to solve differential equations allows the solution of quite difficult problems with fairly simple mathematical tools. Numerical methods convert differential into algebraic equations, which

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Documentation

*can be solved
using
conventional
methods of
linear algebra.
Each chapter
introduces a
soil physics
concept, and
proceeds to
develop computer
programs to
solve the
equations and*

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Documentation

illustrate the points made in the discussion. Problems at the end of each chapter help the reader practise using the concepts introduced. The text is suitable for advanced undergraduates, graduates and

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Documentation

*researchers of
soil physics. It
employs an open
source
philosophy where
computer code is
presented,
explained and
discussed, and
provides the
reader with a
full
understanding of
the solutions.*

Read Book Pil Python Documentation

***Once mastered,
the code can be
adapted and
expanded for the
user's own
models,
fostering
further
developments.
The Python tools
provide a simple
syntax, Object
Oriented
Programming***

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Python

Documentation

*techniques,
powerful
mathematical and
numerical tools,
and a user
friendly
environment.*

*The Art of UNIX
Programming
poses the belief
that
understanding
the unwritten
UNIX engineering*

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Documentation

*tradition and
mastering its
design patterns
will help
programmers of
all stripes to
become better
programmers.
This book
attempts to
capture the
engineering
wisdom and
design*

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Documentation

*philosophy of
the UNIX, Linux,
and Open Source
software
development
community as it
has evolved over
the past three
decades, and as
it is applied
today by the
most experienced
programmers.*

Eric Raymond

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offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux

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Documentation

programs.

Get a firm grip

on the core

processes

including

browser

automation, web

scraping, Word,

Excel, and GUI

automation with

Python 3.8 and

higher Key

FeaturesAutomate

integral

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Documentation

business

***processes such
as report***

generation,

***email marketing,
and lead generat***

ionExplore

***automated code
testing and***

***Python's growth
in data science***

and AI

automation in

three new chapte

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Documentation

*rsUnderstand
techniques to
extract
information and
generate
appealing
graphs, and
reports with
MatplotlibBook
Description In
this updated and
extended version
of Python
Automation*

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Python

Documentation

Cookbook, each chapter now comprises the newest recipes and is revised to align with Python 3.8 and higher. The book includes three new chapters that focus on using Python for test automation, machine learning

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Python
Documentation

*projects, and
for working with
messy data. This
edition will
enable you to
develop a sharp
understanding of
the fundamentals
required to
automate
business
processes
through real-
world tasks,*

Read Book Pil
Python
Documentation

*such as
developing your
first web
scraping
application,
analyzing
information to
generate
spreadsheet
reports with
graphs, and
communicating
with
automatically*

Read Book Pdf Python Documentation

**generated
emails. Once you
grasp the
basics, you will
acquire the
practical
knowledge to
create stunning
graphs and
charts using
Matplotlib,
generate rich
graphics with
relevant**

Read Book Pil
Python
Documentation

**information,
automate
marketing
campaigns, build
machine learning
projects, and
execute
debugging
techniques. By
the end of this
book, you will
be proficient in
identifying
monotonous tasks**

Read Book Pdf
Python
Documentation

*and resolving
process
inefficiencies
to produce
superior and
reliable
systems. What
you will
learn*
**Learn data
wrangling with
Python and
Pandas for your
data science and
AI**

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Python

Documentation

*projectsAutomate
tasks such as
text
classification,
email filtering,
and web scraping
with PythonUse
Matplotlib to
generate a
variety of
stunning graphs,
charts, and
mapsAutomate a
range of report*

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Python
Documentation

**generation
tasks, from
sending SMS and
email campaigns
to creating
templates,
adding images in
Word, and even
encrypting
PDFsMaster web
scraping and web
crawling of
popular file
formats and**

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Python

Documentation

**directories with
tools like
Beautiful
SoupBuild cool
projects such as
a Telegram bot
for your
marketing
campaign, a
reader from a
news RSS feed,
and a machine
learning model
to classify**

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Python
Documentation

*emails to the
correct
department based
on their
content*
Create
*fire-and-forget
automation tasks
by writing cron
jobs, log files,
and regexes with
Python
scripting*
Who
*this book is for
Python*

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Python
Documentation

***Automation
Cookbook -
Second Edition
is for
developers, data
enthusiasts or
anyone who wants
to automate
monotonous
manual tasks
related to
business
processes such
as finance,***

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Python
Documentation

*sales, and HR,
among others.*

*Working
knowledge of
Python is all
you need to get
started with
this book.*

*Python
Automation
Cookbook75*

*Python
automation ideas
for web*

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Documentation

**scraping, data
wrangling, and
processing
Excel, reports,
emails, and
more, 2nd**

EditionPackt

Publishing Ltd

Sams Teach

Yourself Django

in 24 Hours

Leverage the

scripts and

libraries of

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Python

Documentation

***Python version
3.7 and beyond
to overcome
networking and
security issues***

***Python for
Scientists***

***Deep Learning
for Computer
Vision***

Programming

Python

***NumPy Cookbook -
Second Edition***

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Documentation

***Artificial
Intelligence in
Agriculture***

If you've mastered Python's fundamentals, you're ready to start using it to get real work done.

Programming Python will show you how, with in-

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depth tutorials on the language's primary application domains: system administration, GUIs, and the Web. You'll also explore how Python is used in databases, networking, front-end scripting

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layers, text processing, and more. This book focuses on commonly used tools and libraries to give you a comprehensive understanding of Python ' s many roles in practical, real-world

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programming.

You'll learn

language syntax

and programming

techniques in a

clear and concise

manner, with lots

of examples that

illustrate both

correct usage and

common idioms.

Completely

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updated for
version 3.x,
Programming
Python also delves
into the language
as a software
development tool,
with many code
examples scaled
specifically for that
purpose. Topics
include: Quick

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Python tour: Build a simple demo that includes data representation, object-oriented programming, object persistence, GUIs, and website basics System programming: Explore system interface tools and

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techniques for
command-line
scripting,
processing files
and folders,
running programs
in parallel, and
more GUI
programming:
Learn to use
Python ' s tkinter
widget library

Read Book Pil Python Documentation Internet

programming:
Access client-side
network protocols
and email tools,
use CGI scripts,
and learn website
implementation
techniques More
ways to apply
Python: Implement
data structures,

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Python

Documentation

parse text-based
information,
interface with
databases, and
extend and embed

Python

Annotation With

'Introducing

Python', Bill

Lubanovic brings

years of

knowledge as a

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programmer,

system

administrator and

author to a book of

impressive depth

that's fun to read

and simple enough

for non-

programmers to

use. Along with

providing a strong

foundation in the

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language itself,
Lubanovic shows
you how to use
Python for a range
of applications in
business, science
and the arts,
drawing on the rich
collection of open
source packages
developed by
Python fans.

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If you want a basic understanding of computer vision ' s underlying theory and algorithms, this hands-on introduction is the ideal place to start. You ' ll learn techniques for object recognition, 3D reconstruction,

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Python

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stereo imaging,
augmented reality,
and other
computer vision
applications as
you follow clear
examples written
in Python.

Programming
Computer Vision
with Python
explains computer

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vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help

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you apply what
you ' ve learned.

This book is ideal
for students,
researchers, and
enthusiasts with
basic programming
and standard
mathematical
skills. Learn
techniques used in
robot navigation,

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medical image

analysis, and other

computer vision

applications Work

with image

mappings and

transforms, such

as texture warping

and panorama

creation Compute

3D reconstructions

from several

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images of the

same scene

Organize images
based on similarity
or content, using
clustering methods

Build efficient
image retrieval
techniques to
search for images
based on visual
content Use

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Documentation

algorithms to
classify image
content and
recognize objects

Access the
popular OpenCV
library through a
Python interface
Explore the ever-
growing world of
genetic algorithms
to solve search,

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Python

Documentation

optimization, and

AI-related tasks,

and improve

machine learning

models using

Python libraries

such as DEAP,

scikit-learn, and

NumPy Key

Features Explore

the ins and outs of

genetic algorithms

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Documentation

with this fast-

paced guide

Implement tasks

such as feature

selection, search

optimization, and

cluster analysis

using Python

Solve

combinatorial

problems, optimize

functions, and

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enhance the
performance of
artificial
intelligence
applications Book
Description
Genetic algorithms
are a family of
search,
optimization, and
learning algorithms
inspired by the

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principles of
natural evolution.
By imitating the
evolutionary
process, genetic
algorithms can
overcome hurdles
encountered in
traditional search
algorithms and
provide high-
quality solutions

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for a variety of problems. This book will help you get to grips with a powerful yet simple approach to applying genetic algorithms to a wide range of tasks using Python, covering the latest

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developments in
artificial

intelligence. After
introducing you to
genetic algorithms
and their principles
of operation, you'll
understand how
they differ from
traditional
algorithms and
what types of

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problems they can solve. You'll then discover how they can be applied to search and optimization problems, such as planning, scheduling, gaming, and analytics. As you advance, you'll

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also learn how to

use genetic

algorithms to

improve your

machine learning

and deep learning

models, solve

reinforcement

learning tasks, and

perform image

reconstruction.

Finally, you'll cover

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several related technologies that can open up new possibilities for future applications. By the end of this book, you'll have hands-on experience of applying genetic algorithms in artificial

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intelligence as well
as in numerous
other domains.

What you will learn
Understand how to
use state-of-the-art
Python tools to
create genetic
algorithm-based
applications Use
genetic algorithms
to optimize

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Documentation

functions and
solve planning and
scheduling
problems Enhance
the performance of
machine learning
models and
optimize deep
learning network
architecture Apply
genetic algorithms
to reinforcement

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learning tasks

using OpenAI Gym

Explore how

images can be

reconstructed

using a set of semi-

transparent

shapes Discover

other bio-inspired

techniques, such

as genetic

programming and

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particle swarm

optimization Who

this book is for

This book is for

software

developers, data

scientists, and AI

enthusiasts who

want to use

genetic algorithms

to carry out

intelligent tasks in

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Python

Documentation

their applications.

Working

knowledge of

Python and basic

knowledge of

mathematics and

computer science

will help you get

the most out of this

book.

Down covers

topics such as

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hardware requirements, troubleshooting, selecting packages, setting up a GUI, networking, partitioning, and more. CD contains Debian 2.1.

Exploratory
Programming for

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Python

Documentation

the Arts and

Humanities

Python Multimedia

Beginning

Programming with

Python For

Dummies

Understand GIS

fundamentals and

perform remote

sensing data

analysis using

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Python
Documentation

Python 3.7, 3rd
Edition

Applying genetic
algorithms to solve
real-world deep
learning and
artificial
intelligence
problems

Installing Debian
GNU/Linux

Impractical Python

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If programming is magic then web scraping is surely a form of wizardry. By writing a simple automated program, you can query web servers, request data, and parse it to extract the information you need. The expanded edition of this practical book not only

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Documentation

*introduces you web
scraping, but also
serves as a
comprehensive guide
to scraping almost
every type of data
from the modern web.
Part I focuses on web
scraping mechanics:
using Python to
request information
from a web server,
performing basic
handling of the*

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server's response, and interacting with sites in an automated fashion. Part II explores a variety of more specific tools and applications to fit any web scraping scenario you're likely to encounter. Parse complicated HTML pages Develop crawlers with the Scrapy framework

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*Learn methods to
store data you scrape
Read and extract data
from documents
Clean and normalize
badly formatted data
Read and write
natural languages
Crawl through forms
and logins Scrape
JavaScript and crawl
through APIs Use and
write image-to-text
software Avoid*

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Python

Documentation

*scraping traps and bot
blockers Use scrapers
to test your website
Leverage Python and
Raspberry Pi to
create complex IoT
applications capable
of creating and
detecting movement
and measuring
distance, light, and a
host of other
environmental
conditions Key*

Read Book *Pil* *Python* *Documentation*

Features Learn the fundamentals of electronics and how to integrate them with a Raspberry Pi

Understand how to build RESTful APIs, WebSocket APIs, and MQTT-based applications

Explore alternative approaches to structuring IoT applications with

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PythonBook

Description The age of connected devices is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data.

The Internet of Things (IoT), combined with

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the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to grips with end-to-end IoT app development

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to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of

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Documentation

IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT

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programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT

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*systems using
Python. What you will
learn Understand
electronic interfacing
with Raspberry Pi
from scratch Gain
knowledge of building
sensor and actuator
electronic
circuits Structure your
code in Python using
Async IO, pub/sub
models, and
more Automate real-*

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*world IoT projects
using sensor and
actuator
integration Integrate
electronics with
ThingSpeak and
IFTTT to enable
automation Build and
use RESTful APIs,
WebSockets, and
MQTT with sensors
and actuators Set up a
Raspberry Pi and
Python development*

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Documentation

environment for IoT projects Who this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be particularly helpful for mid to senior-level software engineers

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Python

Documentation

who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical computing, and IoT. A book for anyone who wants to learn programming to explore and create, with exercises and projects to help the reader learn by doing.

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This book introduces programming to readers with a background in the arts and humanities; there are no prerequisites, and no knowledge of computation is assumed. In it, Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool

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for sketching, brainstorming, and inquiring about important topics. He emphasizes programming's exploratory potential—its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer,

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allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code, beginning on a small scale and increasing in substance. In some cases, a specification is given for a program, but the core activities are a series

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of “free projects,” intentionally underspecified exercises that leave room for readers to determine their own direction and write different sorts of programs. Throughout the book, Montfort also considers how computation and programming are culturally

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situated—how programming relates to the methods and questions of the arts and humanities. The book uses Python and Processing, both of which are free software, as the primary programming languages.

If you are a Python developer with some experience of working

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*on scientific,
mathematical, and
statistical applications
and want to gain an
expert understanding
of NumPy
programming in
relation to science,
math, and finance
using practical
recipes, then this
book is for you.*

*Scientific Python is a
significant public*

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domain alternative to expensive proprietary software packages. This book teaches from scratch everything the working scientist needs to know using copious, downloadable, useful and adaptable code snippets. Readers will discover how easy it is to implement and

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*test non-trivial
mathematical
algorithms and will be
guided through the
many freely available
add-on modules. A
range of examples,
relevant to many
different fields,
illustrate the
language's
capabilities. The
author also shows
how to use pre-*

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Documentation
existing legacy code
(usually in Fortran77)
within the Python
environment, thus
avoiding the need to
master the original
code. In this new
edition, several
chapters have been
re-written to reflect
the IPython notebook
style. With an
extended index, an
entirely new chapter

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*discussing SymPy
and a substantial
increase in the
number of code
snippets, researchers
and research students
will be able to quickly
acquire all the skills
needed for using
Python effectively.*

*The Art of UNIX
Programming
Learning Geospatial
Analysis with Python*

Read Book Pil Python Documentation

*Features and Tools
for Professional
Development
Playful Programming
Activities to Make You
Smarter
Collecting More Data
from the Modern Web
Python Programming
On Win32*

**In just 24 lessons
of one hour or
less, you will be**

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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

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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

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**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**

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Python
Documentation

**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**

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Python

Documentation

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

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Documentation

**registration,
authorization,
logins, and
permissions
Manage sessions
and cookies
Implement
middleware for
request and
response
handling Create
sitemaps to
inform search
engines of your**

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Documentation

content

**Internationalize
your site**

**Optimize
performance
with caching**

**Deploy Django in
multiple
configurations**

**Maintain sites
with Django's
administrator
interface**

Introduction 1

Page 106/324

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**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:**

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**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**

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**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

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Documentation

**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**

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Components

Hour 19:

**Implementing
Middleware 383**

**Hour 20: Internat
ionalization and
Localization 407**

Hour 21:

**Creating
Sitemaps 423**

Hour 22:

**Implementing
Multiple
Websites 437**

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Documentation

Hour 23:

**Configuring
Caching 451**

Hour 24:

**Deploying
Django 465**

Appendixes

**Appendix A:
Django**

Resources 477

Appendix B:

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and Times 491**

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**A demonstration
of Python's basic
technologies
showcases the
programming
language's
possibilities as a
Windows
development and
administration
tool.**

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This book is intended for programmers who are comfortable with the Python language and who want to build desktop and mobile applications with rich GUI in Python with minimal hassle.

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Features Learn
the first steps
within Python to
highly
specialized
concepts Explore
examples and
code snippets
taken from
typical
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situations within
scientific**

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**and create
different models
using scientific
computing
principles. The
book presents
Python alongside
mathematical
applications and
demonstrates
how to apply
Python concepts
in computing
with the help of**

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**examples
involving Python
3.8. You'll use
pandas for basic
data analysis to
understand the
modern needs of
scientific
computing, and
cover data
module
improvements
and built-in
features. You'll**

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**also explore
numerical
computation
modules such as
NumPy and
SciPy, which
enable fast
access to highly
efficient
numerical
algorithms. By
learning to use
the plotting
module**

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Matplotlib, you will be able to represent your computational results in talks and publications. A special chapter is devoted to SymPy, a tool for bridging symbolic and numerical computations. By the end of this

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you'll have
gained a solid
understanding of
task automation
and how to
implement and
test
mathematical
algorithms
within the realm
of scientific
computing. What
you will**

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**learn Understand
the building
blocks of
computational
mathematics,
linear algebra,
and related
Python
objects Use
Matplotlib to
create high-
quality figures
and graphics to
draw and**

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**visualize
resultsApply
object-oriented
programming
(OOP) to
scientific
computing in
PythonDiscover
how to use
pandas to enter
the world of data
processingHandl
e exceptions for
writing reliable**

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manual and
automatic
aspects of
testing for
scientific
programmingGet
to grips with
parallel
computing to
increase
computation
speedWho this**

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students with a
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background,
university
teachers
designing
modern courses
in programming,
data scientists,
researchers,
developers, and
anyone who**

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**wants to perform
scientific
computation in
Python.**

**An innovative
reference reveals
the many
capabilities of the
Python Standard
Library, which is
a compilation of
commonly used
procedures that
can be pasted**

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script, by
providing over
300 real-world
example scripts.
Original. (Interm
ediate/Advanced)
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Guide
Web Scraping
with Python
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automation ideas
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and processing
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emails, and
more, 2nd
Edition**

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analysis and
effective
interpretation of
image data
Modular**

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Modern
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Simple Packages
Python for
Secret Agents**

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tutorials on deep
learning neural
networks for
computer vision in
python with Keras.*

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and introducing
new tools that
you'll use every
day. And to keep
things interesting,
each project
includes a zany
twist featuring
historical incidents,
pop culture*

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*anagram, "I am
Lord Voldemort"
using linguistical
sieves - Plan your
parents' secure
retirement with
Monte Carlo
simulation - Save
the sorceress
Zatanna from a
stabby death using
palingrams - Model*

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calculate our odds
of detecting alien
civilizations - Help
the world's
smartest woman
win the Monty Hall
problem argument
- Reveal Jupiter's
Great Red Spot
using optical
stacking - Save the*

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*head of Mary,
Queen of Scots
with
steganography -
Foil corporate
security with
invisible electronic
ink Simulate
volcanoes, map
Mars, and more,
all while gaining
valuable*

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*experience using
free modules like
Tkinter, matplotlib,
Cprofile, Pylint,
Pygame, Pillow,
and Python-Docx.
Whether you're
looking to pick up
some new Python
skills or just need a
pick-me-up, you'll
find endless*

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fun with Impractical
Python Projects.*

*Learn the core
concepts of
geospatial data
analysis for
building actionable
and insightful GIS
applications Key
Features Create
GIS solutions*

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*using the new
features introduced
in Python*

*3.7 Explore a range
of GIS tools and
libraries such as
PostGIS, QGIS,
and PROJ Learn to
automate*

*geospatial analysis
workflows using
Python and*

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JupyterBook

Description

Geospatial

*analysis is used in
almost every*

domain you can

*think of, including
defense, farming,*

and even

*medicine. With this
systematic guide,*

you'll get started

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with geographic information system (GIS) and remote sensing analysis using the latest features in Python. This book will take you through GIS techniques, geodatabases, geospatial raster data, and much

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more using the latest built-in tools and libraries in Python 3.7. You'll learn everything you need to know about using software packages or APIs and generic algorithms that can be used for different

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situations.

Furthermore, you'll learn how to apply simple Python GIS geospatial processes to a variety of problems, and work with remote sensing data. By the end of the book, you'll be able

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to build a generic corporate system, which can be implemented in any organization to manage customer support requests and field support personnel. What you will learnAutomate geospatial analysis

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*workflows using
PythonCode the
simplest possible
GIS in just 60 lines
of PythonCreate
thematic maps with
Python tools such
as PyShp, OGR,
and the Python
Imaging
LibraryUnderstand
the different*

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*formats that
geospatial data
comes in Produce
elevation contours
using Python
tools Create flood
inundation
models Apply
geospatial analysis
to real-time data
tracking and storm
chasing Who this*

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*book is for This
book is for Python
developers,
researchers, or
analysts who want
to perform
geospatial
modeling and GIS
analysis with
Python. Basic
knowledge of
digital mapping*

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*and analysis using
Python or other
scripting
languages will be
helpful.*

*Over 50 problems
solved with
classical
algorithms + ML /
DL models KEY
FEATURES [?]
Problem-driven*

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*approach to
practice image
processing. [?]
Practical usage of
popular Python
libraries: Numpy,
Scipy, scikit-
image, PIL and
SimpleITK. [?] End-
to-end
demonstration of
popular facial*

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*image processing
challenges using
MTCNN and
Microsoft's
Cognitive Vision
APIs.*

DESCRIPTION

*This book starts
with basic Image
Processing and
manipulation
problems and*

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demonstrates how to solve them with popular Python libraries and modules. It then concentrates on problems based on Geometric image transformations and problems to be solved with Image hashing.

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Next, the book focuses on solving problems based on Sampling, Convolution, Discrete Fourier transform, Frequency domain filtering and image restoration with deconvolution. It also aims at

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*solving Image
enhancement
problems using
different algorithms
such as spatial
filters and create a
super resolution
image using
SRGAN. Finally, it
explores popular
facial image
processing*

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problems and solves them with Machine learning and Deep learning models using popular python ML / DL libraries.

WHAT YOU WILL LEARN [?] *Develop strong grip on the fundamentals of Image Processing*

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and Image

Manipulation. [?] Solve popular Image Processing problems using Machine Learning and Deep Learning models. [?] Working knowledge on Python libraries including numpy, scipy and scikit-

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*image. [?] Use
popular Python
Machine Learning
packages such as
scikit-learn, Keras
and pytorch. [?]*

*Live
implementation of
Facial Image
Processing
techniques such as
Face Detection /*

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*Recognition /
Parsing dlib and
MTCNN. WHO
THIS BOOK IS
FOR This book is
designed specially
for computer vision
users, machine
learning engineers,
image processing
experts who are
looking for solving*

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modern image processing/computer vision challenges.

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Chapter 2: More Image Transformation and Manipulation

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*Chapter 4:
Discrete Cosine /
Wavelet Transform
and Deconvolution*
5. *Chapter 5:
Image
Enhancement* 6.

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*Chapter 6: More
Image*

Enhancement 7.

*Chapter 7: Facel
Image Processing*

*Python is a
remarkably
powerful dynamic
programming
language used in a
wide variety of
situations such as*

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Web, database access, desktop GUIs, game and software development, and network programming.

Fans of Python use the phrase "batteries included" to describe the standard library,

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which covers everything from asynchronous processing to zip files. The language itself is a flexible powerhouse that can handle practically any application domain. This task-based tutorial on

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Python is for those new to the language and walks you through the fundamentals. You'll learn about arithmetic, strings, and variables; writing programs; flow of control, functions; strings; data structures;

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*input and output;
and exception
handling. At the
end of the book, a
special section
walks you through
a longer, realistic
application, tying
the concepts of the
book together.*

*Soil Physics with
Python*

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Image

*Classification,
Object Detection,
and Face*

*Recognition in
Python*

Python Projects

*Discover the power
of functional
programming,
generator*

functions, lazy

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*evaluation, the built-in
itertools library,
and monads, 2nd
Edition*

*A Concise
Introduction to
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Python*

*Scientific
Computing with
Python*

Problem Solving

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Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples

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and applications of
relevance to
computational science:
gluing existing
applications and tools,
e.g. for automating
simulation, data
analysis, and
visualization; steering
simulations and
computational
experiments; equipping
programs with
graphical user

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interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

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programming techniques and approaches to become a more productive and creative Python programmer. This book explores the concepts and features that will improve not only your code but also your understanding of the Python community with insights and details about the Python

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philosophy. Pro Python 3, Third Edition gives you the tools to write clean, innovative code. It starts with a review of some core Python principles, which are illustrated by various concepts and examples later in the book. The first half of the book explores aspects of functions, classes, protocols, and strings,

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describing techniques which may not be common knowledge, but which together form a solid foundation. Later chapters cover documentation, testing, and app distribution. Along the way, you'll develop a complex Python framework that incorporates ideas learned throughout the

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book. Updates in this edition include the role of iterators in Python 3, web scraping with Scrapy and BeautifulSoup, using Requests to call web pages without strings, new tools for distribution and installation, and much more. By the end of the book you'll be ready to deploy uncommon

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features that can take your skills to the next level in Python. What You'll Learn

Implement programs with various types of Python functions Work with classes and object-oriented

programming Use strings from the standard library and third-party

libraries Harvest web

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site data with

PythonAutomate unit
testing by writing a test
suiteReview imaging,
random number
generation, and NumPy
scientific

extensionsUnderstand

The Zen of Python

documentation to help
you decide the best way
to distribute your code

Who This Book Is For

Intermediate

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programmers familiar with Python who are looking to move to an advanced level. You should have written at least a simple Python application, and be comfortable with a basic object-oriented approach, using the interactive interpreter, and writing control structures.

If you are a Python

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beginner who is looking to learn the language through interesting projects, this book is for you. A basic knowledge of programming and statistics is beneficial to get the most out of the book.

This book provides you with the resources to successfully develop your own GIS application in Python.

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The book begins by walking you through the loading and saving of data structures before you start to build the look and feel of your application and create its interactive map window. You'll then move on to managing, editing, and analyzing spatial data from within the application and finish

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with instructions for packaging the application for distribution. By the end of the book, you should be able to use your GIS application as a template for further development, with the potential to expand and customize it to suit your needs.

The second edition of this best-selling Python

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book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've

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ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn

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how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF

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and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files.

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You'll learn how to create programs that effortlessly perform useful feats of automation to:

-

Search for text in a file or across multiple files

- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of

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any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your

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newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Programming

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Computer Vision with
Python

Tools and algorithms
for analyzing images

Practical Programming
for Total Beginners

Python

Mastering Python for
Networking and
Security

Mobile Python

Python Automation

Cookbook

Create succinct

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**and expressive
implementations
with functional
programming in
Python Key
Features Learn
how to choose
between
imperative and
functional
approaches based
on
expressiveness,
clarity, and**

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performance Get familiar with complex concepts such as monads, concurrency, and immutability

Apply functional Python to common Exploratory Data Analysis (EDA)

programming problems Book Description If you're a Python

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**developer who
wants to
discover how to
take the power
of functional
programming (FP)
and bring it
into your own
programs, then
this book is
essential for
you, even if you
know next to
nothing about**

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the paradigm. Starting with a general overview of functional concepts, you'll explore common functional features such as first-class and higher-order functions, pure functions, and more. You'll see how these are

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accomplished in Python 3.6 to give you the core foundations you'll build upon. After that, you'll discover common functional optimizations for Python to help your apps reach even higher speeds.

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You'll learn FP concepts such as lazy evaluation using Python's generator functions and expressions.

Moving forward, you'll learn to design and implement decorators to create composite functions.

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**world of
functional
Python, you'll
at look at the
PyMonad project
and some larger
examples to put
everything into
perspective.
What you will
learn Use
Python's
generator
functions and**

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**generator
expressions to
work with
collections in a
non-strict (or
lazy) manner
Utilize Python
library modules
including
itertools,
functools,
multiprocessing,
and concurrent
features to**

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**ensure efficient
functional
programs Use
Python strings
with object-
oriented suffix
notation and
prefix notation
Avoid stateful
classes with
families of
tuples Design
and implement
decorators to**

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**create composite
functions Use
functions such
as max(), min(),
map(), filter(),
and sorted()**

**Write higher-
order functions**

**Who this book is
for This book is
for Python**

**developers who
would like to
perform**

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skills in
securing systems
and executing
networking
tasks Explore
Python scripts
to debug and
secure complex
networks Learn to
avoid common
cyber events**

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with modern
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Description It's
now more
apparent than
ever that
security is a
critical aspect
of IT
infrastructure,
and that
devastating data
breaches can

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occur from
simple network
line hacks. As
shown in this
book, combining
the latest
version of
Python with an
increased focus
on network
security can
help you to
level up your
defenses against

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**cyber attacks
and cyber
threats. Python
is being used
for increasingly
advanced tasks,
with the latest
update
introducing new
libraries and
packages
featured in the
Python 3.7.4
recommended**

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build a secure
network with the
help of Python
scripting.**

**You'll cover a
range of topics,
from building a
network to the
procedures you
need to follow
to secure it.**

**Starting by
exploring**

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using Python
security
scripting.**

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Python packages,
along with
writing forensic
scripts. By the
end of this**

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**Python book,
you'll be able
to use Python to
build secure
apps using
cryptography and
steganography
techniques. What
you will
learnCreate
scripts in
Python to
automate
security and**

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pentesting

tasksExplore

Python

programming

tools that are

used in network

security process

esAutomate tasks

such as

analyzing and

extracting

information from

serversUnderstand

how to detect

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Documentation

server

vulnerabilities

and analyze

security

modulesDiscover

ways to connect

to and get

information from

the Tor

networkFocus on

how to extract

information with

Python forensics

toolsWho this

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security book is
for network
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system
administrators,
or any security
professional
looking to
overcome
networking and
security
challenges. You**

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**will also find
this book useful
if you're a
programmer with
prior experience
in Python. A
basic
understanding of
general
programming
structures and
the Python
programming
language is**

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**required before
getting started.
Learn Python—the
fun and easy
way—and get in
the programming
game today!
Python is one of
the fastest
growing
programming
languages, and
no wonder. It
requires three**

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to five times less time than developing in Java, is a great building block for learning both procedural and object-oriented programming concepts, and is an ideal language for data analysis.

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Programming with
Python For
Dummies is the
perfect guide to
this dynamic and
powerful
programming
language—even if
you've never
coded before!
Author John Paul
Mueller draws on
his vast**

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knowledge and
experience to
guide you step-
by-step through
the syntax and
logic of
programming with
Python and
provides several
real-world
programming
examples to give
you hands-on**

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**experience
trying out what
you've learned.
Provides a solid
understanding of
basic computer
programming
concepts and
helps
familiarize you
with syntax and
logic Explains
the fundamentals
of procedural**

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**and object-
oriented
programming
Shows how Python
is being used
for data
analysis and
other
applications
Includes short,
practical
programming
samples to apply
your skills to**

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real-world

programming

scenarios

**Whether you've
never written a**

**line of code or
are just trying**

to pick up

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nothing to fear**

**with the fun and
friendly**

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**Python For
Dummies leading
the way.
Implement state-
of-the-art
techniques to
visualize
solutions to
challenging
problems in
scientific
computing, with
the use of the
SciPy stack**

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About This Book

Master the

theory and

algorithms

behind numerical

recipes and how

they can be

applied to real-

world problems

Learn to combine

the most

appropriate

built-in

functions from

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**the SciPy stack
by understanding
the connection
between the
sources of your
problem, volume
of data, or
computer
architecture A
comprehensive
coverage of all
the mathematical
techniques
needed to solve**

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**the presented
topics, with a
discussion of
the relevant
algorithms built
in the SciPy
stack Who This
Book Is For If
you are a
mathematician,
engineer, or
computer
scientist with a
proficiency in**

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Python and familiarity with IPython, this is the book for you. Some basic knowledge of numerical methods in scientific computing would be helpful. What You Will Learn Master relevant algorithms used

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**in symbolic or
numerical
mathematics to
address
approximation,
interpolation,
differentiation,
integration,
root-finding,
and optimization
of scalar or
multi-variate
functions**

Develop

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different algorithms and strategies to efficiently store and manipulate large matrices of data, in particular to solve systems of linear equations, or compute their eigenvalues/eigenvalues

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ectors

**Understand how
to model
physical
problems with
systems of
differential
equations and
distinguish the
factors that
dictate the
strategies to
solve them
Perform**

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**statistical
analysis,
hypothesis test
design and
resolution, or
data mining at a
higher level,
and apply them
to real-life
problems in the
field of data
analysis Gain
insights on the
power of**

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**distances,
Delaunay
triangulations
and Voronoi
diagrams for
Computational
Geometry, and
apply them to
various
engineering
problems
Familiarize
yourself with
different**

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**techniques in
signal/image
processing,
including
filtering audio,
images, or video
to extract
information,
features, or
remove
components In
Detail The SciPy
stack is a
collection of**

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**open source
libraries of the
powerful
scripting
language Python,
together with
its interactive
shells. This
environment
offers a cutting-
edge platform
for numerical
computation,
programming,**

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visualization and publishing, and is used by some of the world's leading mathematicians, scientists, and engineers. It works on any operating system that supports Python and is very easy to install, and

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**completely free
of charge! It
can effectively
transform into a
data-processing
and system-
prototyping
environment,
directly
rivalling MATLAB
and Octave. This
book goes beyond
a mere
description of**

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**the different
built-in
functions coded
in the libraries
from the SciPy
stack. It
presents you
with a solid
mathematical and
computational
background to
help you
identify the
right tools for**

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**each problem in
scientific
computing and
visualization.**

**You will gain an
insight into the
best practices
with numerical
methods**

**depending on the
amount or type
of data,
properties of
the mathematical**

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**tools employed,
or computer
architecture,
among other
factors. The
book kicks off
with a concise
exploration of
the basics of
numerical linear
algebra and
graph theory for
the treatment of
problems that**

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handle large data sets or matrices. In the subsequent chapters, you will delve into the depths of algorithms in symbolic algebra and numerical analysis to address modeling /simulation of various real-

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**world problems
with functions
(through
interpolation,
approximation,
or creation of
systems of
differential
equations), and
extract their
representing
features (zeros,
extrema,
integration or d**

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ifferentiation).

Lastly, you will
move on to

advanced

concepts of data
analysis,

image/signal

processing, and

computational

geometry. Style

and approach

Packed with real-

world examples,

this book

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explores the mathematical techniques needed to solve the presented topics, and focuses on the algorithms built in the SciPy stack.

Mobile Python is the introduction of Python programming

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language to the
mobile space.
This practical
hands-on book
teaches readers
how to realize
their
application
ideas on the
Symbian OS.
Programming on
the Symbian
mobile platform
has been

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difficult and
time consuming
in the past.
This innovative
new title will
remedy this
problem.

Chapters deal
with topics that
are based on
Python 5.6
features and
presented in an
order that lets

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**the user learn
first the
“simple to code”
ones and then
increasing in
complexity.**

**Pro Python 3
Transport in the
Soil-Plant-
Atmosphere
System**

**Build advanced
IoT projects
using a**

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**Raspberry Pi 4,
MQTT, RESTful
APIs,**

**WebSockets, and
Python 3**

**Computational
Physics**

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scientific**

**computing with
NumPy, SciPy,**

and pandas

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Library**

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applications on
the mobile
platform**

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showcasing real world examples throughout. This book is for

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developers who want to dip their toes into

working with images,

animations,

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processing using
Python.

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completing
Python projects
for those ready
to take their
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level Python
Projects is the
ultimate
resource for the

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programmer
with basic skills
who is ready to
move beyond
tutorials and
start building
projects. The
preeminent
guide to bridge
the gap between
learning and

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doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world

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functionality,
Python Projects
details the ways
that Python can
be used to
complete daily
tasks and bring
efficiency to
businesses and
individuals alike.
Python Projects
is written

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specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of

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the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to

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maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries

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within and
across projects

- *Building multi-layered functionality including networks, data, and user interfaces
- *Setting up development environments

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and using
virtualenv, pip,
and more
Written by
veteran Python
trainers, the
book is
structured for
easy navigation
and logical
progression that
makes it ideal

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for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of

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information and
expert insight.

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modular

techniques for

building

sophisticated

programs using

Python About

This Book The

book would help

you develop

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succinct,
expressive
programs using
modular design
The book would
explain best
practices and
common idioms
through
carefully
explained and
structured

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examples It will have broad appeal as far as target audience is concerned and there would be take away for all beginners to Python Who This Book Is For This book is intended for beginner to

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intermediate level Python programmers who wish to learn how to use modules and packages within their programs. While readers must understand the basics of Python

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programming,
no knowledge of
modular

programming
techniques is
required. What

You Will Learn

Learn how to
use modules
and packages to
organize your
Python code

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Understand how to use the import statement to load modules and packages into your program Use common module patterns such as abstraction and encapsulation to

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write better
programs
Discover how to
create self-
testing Python
packages Create
reusable
modules that
other
programmers
can use Learn
how to use

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GitHub and the
Python Package
Index to share
your code with
other people
Make use of
modules and
packages that
others have
written Use
modular
techniques to

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build robust systems that can handle complexity and changing requirements over time In Detail Python has evolved over the years and has become the primary

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choice of developers in various fields. The purpose of this book is to help readers develop readable, reliable, and maintainable programs in Python. Starting

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with an introduction to the concept of modules and packages, this book shows how you can use these building blocks to organize a complex program into

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logical parts and
make sure those
parts are
working
correctly
together. Using
clearly written,
real-world
examples, this
book
demonstrates
how you can use

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modular
techniques to
build better
programs. A
number of
common
modular
programming
patterns are
covered,
including divide-
and-conquer,

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abstraction,
encapsulation,
wrappers and
extensibility.

You will also
learn how to test
your modules
and packages,
how to prepare
your code for
sharing with
other people,

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and how to publish your modules and packages on GitHub and the Python Package Index so that other people can use them.

Finally, you will learn how to use modular design

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techniques to be
a more effective
programmer.

Style and
approach This
book will be
simple and
straightforward,
focusing on
imparting
learning through
a wide array of

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examples that the readers can put into use as they read through the book. They should not only be able to understand the way modules help in improving

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development,
but they should
also be able to
improvise on
their techniques
of writing
concise and
effective code.
Explore the
mathematical
computations
and algorithms

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for image
processing using
popular Python
tools and
frameworks. Key
FeaturesPractica
l coverage of
every image
processing task
with popular
Python
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topics such as
pseudo-coloring,
noise
smoothing,
computing
image descriptor
sCovers popular
machine
learning and
deep learning
techniques for
complex image

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processing

tasksBook

Description

Image

processing plays

an important

role in our daily

lives with

various

applications

such as in social

media (face

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detection),
medical imaging
(X-ray, CT-scan),
security
(fingerprint
recognition) to
robotics &
space. This book
will touch the
core of image
processing, from
concepts to

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code using
Python. The
book will start
from the
classical image
processing
techniques and
explore the
evolution of
image
processing
algorithms up to

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the recent
advances in
image
processing or
computer vision
with deep
learning. We will
learn how to use
image
processing
libraries such as
PIL, scikit-mage,

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and scipy

ndimage in

Python. This

book will enable

us to write code

snippets in

Python 3 and

quickly

implement

complex image

processing

algorithms such

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as image
enhancement,
filtering,
segmentation,
object detection,
and
classification.

We will be able
to use machine
learning models
using the scikit-
learn library and

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later explore deep CNN, such as VGG-19 with Keras, and we will also use an end-to-end deep learning model called YOLO for object detection. We will also cover a few advanced

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problems, such as image inpainting, gradient blending, variational denoising, seam carving, quilting, and morphing. By the end of this book, we will have

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learned to
implement
various
algorithms for
efficient image
processing.

What you will
learnPerform
basic data pre-
processing tasks
such as image
denoising and

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spatial filtering
in PythonImplement
ent Fast Fourier
Transform (FFT)
and Frequency
domain filters
(e.g., Weiner) in
PythonDo
morphological
image
processing and
segment images

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with different
algorithms Learn
techniques to
extract features
from images and
match
images Write
Python code to
implement
supervised /
unsupervised
machine

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learning

algorithms for

image

processingUse

deep learning

models for

image

classification,

segmentation,

object detection

and style

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book is for This
book is for
Computer Vision
Engineers, and
machine
learning
developers who
are good with
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programming
and want to
explore details

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and

complexities of
image
processing. No
prior knowledge
of the image
processing
techniques is
expected.

The use of
computation
and simulation

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has become an essential part of the scientific process. Being able to transform a theory into an algorithm requires significant theoretical insight, detailed

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physical and mathematical understanding, and a working level of competency in programming. This upper-division text provides an unusually broad survey of the

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topics of modern computational physics from a multidisciplinary, computational science point of view. Its philosophy is rooted in learning by doing (assisted by many model

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programs), with
new scientific
materials as well
as with the
Python
programming
language.
Python has
become very
popular,
particularly for
physics

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education and large scientific projects. It is probably the easiest programming language to learn for beginners, yet is also used for mainstream scientific

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computing, and
has packages
for excellent
graphics and
even symbolic
manipulations.

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designed for an
upper-level
undergraduate
or beginning
graduate course

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and provides the reader with the essential knowledge to understand computational tools and mathematical methods well enough to be successful. As part of the

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teaching of
using computers
to solve
scientific
problems, the
reader is
encouraged to
work through a
sample problem
stated at the
beginning of
each chapter or

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unit, which involves studying the text, writing, debugging and running programs, visualizing the results, and the expressing in words what has been done and

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what can be concluded. Then there are exercises and problems at the end of each chapter for the reader to work on their own (with model programs given for that

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purpose). The text could be used for a one-semester course on scientific computing. The relevant topics for that are covered in the first third of the book. The latter two-thirds of the

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text includes
more physics
and can be used
for a two-
semester course
in computational
physics,
covering
nonlinear ODEs,
Chaotic
Scattering,
Fourier Analysis,

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Wavelet
Analysis,
Nonlinear Maps,
Chaotic
systems,
Fractals and
Parallel
Computing. The
e-book extends
the paper
version by
including many

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codes,
visualizations
and applets, as
well as links to
video lectures. *

A table at the
beginning of
each chapter
indicates video
lectures, slides,
applets and
animations. *

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Applets illustrate the results to be expected for projects in the book, and to help understand some abstract concepts (e.g. Chaotic Scattering) *
The eBook's figures,

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equations,
sections,
chapters, index,
table of
contents, code
listings,
glossary,
animations and
executable
codes (both
Applets and
Python

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programs) are linked, much like in a Web document. *
Some equations are linked to their xml forms (which can be imported into Maple or Mathematica for manipulation). *

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textual, and
image data
Clear, concise
explanations
written for
beginning
students,
emphasizing core
principles A
variety of
accessible
examples,
focusing on key
concepts

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Diagrams to help visualize new concepts New sections on recursion and exception handling, as well as an earlier introduction of lists, based on instructor feedback The text offers

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sections

designed for
approximately
one class period
each, and
proceeds
gradually from
procedural to
object-oriented
design.

Examples,
exercises, and
projects are
included from

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diverse
application
domains,
including
finance,
biology, image
processing, and
textual
analysis. It
also includes a
brief "How-To"
sections that
introduce
optional topics

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students may be interested in exploring. The text is written to be read, making it a good fit in flipped classrooms.

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odd-numbered
exercises
(except for
projects) are
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