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bringing together idiomatic python programming foundational numerical methods and physics applications this is an ideal standalone textbook for courses on computational physics all the frequently used numerical methods in physics are explained including foundational techniques and hidden gems on topics such as linear algebra differential equations root finding interpolation and integration the second edition of this introductory book features several new codes and 140 new problems many on physics applications as well as new sections on the singular value decomposition derivative free optimization bayesian linear regression neural networks and partial differential equations the last section in each chapter is an in depth project tackling physics problems that cannot be solved without the use of a computer written primarily for students studying computational physics this textbook brings the non specialist quickly up to speed with python before looking in detail at the numerical methods often used in the subject

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programming with python for social scientists offers a vital foundation to one of the most popular programming tools in computer science specifically for social science researchers assuming no prior coding knowledge

in starting out with python 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 page 4 of cover

how do you turn raw unprocessed or malformed data into dynamic interactive web visualizations in this practical book author kyran dale shows data scientists and analysts as well as python and javascript developers how to create the ideal toolchain for the job by providing engaging examples and stressing hard earned best practices this guide teaches you how to leverage the power of best of breed python

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this efficient and practical title is stuffed full of the techniques tips and tools you need to ensure your large scale python machine learning runs swiftly and seamlessly large scale machine learning tackles a different issue to what is currently on the market those working with hadoop clusters and in data intensive environments can now learn effective ways of building powerful machine learning models from prototype to production this book is written in a style that programmers from other languages r julia java matlab can follow

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science field this book is less geared toward electrical or electronics engineering

this book offers practical applications and code to help users get up to speed with this innovative programming language by providing recipes of python programs and scripts users are able to get their programs running faster with less hassle cd features python code programs and full a text version of the book

get ready to dive headfirst into the world of programming game programming with python lua and ruby offers an in depth look at these three flexible languages as they relate to creating games no matter what your skill level as a programmer this book provides the guidance you need each language is covered in its own section you ll begin with the basics of syntax and style and then move on to more advanced topics follow along with each language or jump right to a specific section similar features in python lua and ruby including functions string handling data types commenting and arrays and strings are examined learn how each language is used in popular game engines and projects and jumpstart your programming expertise as you develop skills you ll use again and again

program your own raspberry pi projects create innovative programs and fun games on your tiny yet powerful raspberry pi in this book electronics guru simon monk explains the basics of raspberry pi application development while providing hands on examples and ready to use scripts see how to set up hardware and software write and debug applications create user friendly interfaces and control external electronics do it yourself projects include a hangman game an led clock and a software controlled roving robot boot up and configure your raspberry pi navigate files folders and menus create python programs using the idle editor work with strings lists and functions use and write your own libraries modules and classes add features to your programs develop interactive games with pygame interface with devices through the gpio port build a raspberry pi robot and led clock build professional quality guis using tkinter

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