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This repository contains the source code and supporting files for the book Impractical Python Projects: Playful Programming Activities to Make You Smarter by Lee Vaughan. The files are organized by ...

Impractical Python Projects

You can load the seeds into a Pandas dataframe using the following Python snippet:
import pandas as pd
seeds ... If you'd like to add new seed sets or improve the

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documentation for this project, ...

Bad Seeds: Evaluating Lexical Methods for Bias Measurement

48 Laws of Hustle is from the mind of The Streets Jeweler, Jimmy Boi! This book of jewels is packed with wisdom to equip you on the journey to success. Every law was created from the muscle built on t ...

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts 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 references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the 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 the Milky Way and 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 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 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 educational, geeky fun with Impractical Python Projects.

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- Help James Bond crack a high-tech safe with a hill-climbing algorithm
- Write haiku poems using Markov Chain Analysis
- Use genetic algorithms to breed a race of gigantic rats
- Crack the world's most successful military cipher using cryptanalysis
- Foil corporate security with invisible electronic ink
- Derive the 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 palindromes
- Model the Milky Way and 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 head of Mary, Queen of Scots with steganography

Simulate volcanoes, map Mars, and more, all while gaining valuable 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 educational, geeky fun with Impractical Python Projects .

A project-based approach to learning Python programming for beginners. Intriguing projects teach you how to tackle challenging problems with code. You've mastered the basics. Now you're ready to explore some of Python's more powerful tools. Real-World Python will show you how. Through a series of hands-on projects, you'll investigate and solve real-world problems using sophisticated computer vision, machine learning, data analysis, and language processing tools. You'll be introduced to important modules like OpenCV, NumPy, Pandas, NLTK, Bokeh, Beautiful Soup, Requests, HoloViews, Tkinter, turtle, matplotlib, and more. You'll create complete, working programs and think through intriguing projects that show you how to:

- Save shipwrecked sailors with an algorithm designed to prove the existence of God
- Detect asteroids and comets moving against a starfield
- Program a sentry gun to shoot your enemies and spare your friends
- Select landing sites for a Mars probe using real NASA maps
- Send unbreakable messages based on a book code
- Survive a zombie outbreak using data science
- Discover exoplanets and alien megastructures orbiting distant stars
- Test the hypothesis that we're all living in a computer simulation
- And more!

If you're tired of learning the bare essentials of Python Programming with isolated snippets of code, you'll relish the relevant and geeky fun of Real-World Python!

Python is a powerful programming language that 's easy to learn and fun to play with. But once you 've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You ' ll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like:

- Generate Spirograph-like patterns using parametric equations and the turtle module
- Create music on your computer by simulating frequency overtones
- Translate graphical images into ASCII art
- Write an autostereogram program that produces 3D images hidden beneath random patterns
- Make realistic animations with

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OpenGL shaders by exploring particle systems, transparency, and billboarding techniques – Construct 3D visualizations using data from CT and MRI scans – Build a laser show that responds to music by hooking up your computer to an Arduino
Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python 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 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 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 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 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 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 within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments 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 for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

An indispensable collection of practical tips and real-world advice for tackling common Python problems and taking your code to the next level. Features interviews with high-profile Python developers who share their tips, tricks, best practices, and real-world advice gleaned from years of experience. Sharpen your Python skills as you dive deep into the Python programming language with Serious Python. You'll cover a range of advanced topics like multithreading and memorization, get advice from experts on things like designing APIs and dealing with databases, and learn Python internals to help you gain a deeper understanding of the language itself. Written for developers and experienced programmers, Serious Python brings together over 15 years of Python experience to teach you how to avoid common mistakes, write code more efficiently, and build better programs in less time. As you make your way through the book's extensive tutorials, you'll learn how to start a project and tackle topics like versioning, layouts, coding style, and automated checks. You'll learn how to package your software for distribution, optimize performance, use the right data structures, define functions efficiently, pick the right libraries, build future-proof programs, and optimize your programs down to the bytecode. You'll also learn how to: - Make and use effective decorators and methods, including abstract, static, and class methods - Employ Python for functional programming using generators, pure functions, and functional functions - Extend flake8 to work with the abstract syntax tree (AST) to introduce more sophisticated automatic checks into your programs - Apply dynamic performance analysis to identify bottlenecks in your code - Work with relational databases and effectively manage and stream data with

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PostgreSQL If you've been looking for a way to take your Python skills from good to great, Serious Python will help you get there. Learn from the experts and get seriously good at Python with Serious Python!

Python is a powerful, expressive programming language that 's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that 's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you ' ll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you ' ll learn how to:

- Use fundamental data structures like lists, tuples, and maps
- Organize and reuse your code with functions and modules
- Use control structures like loops and conditional statements
- Draw shapes and patterns with Python ' s turtle module
- Create games, animations, and other graphical wonders with tkinter

Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

A collection of progressively more complex Python programming challenges to help students learn to code in a naturally engaging way.

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