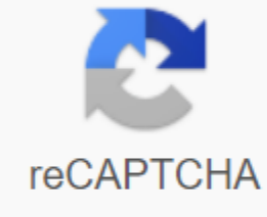




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A guide to completing Python projects for those who are ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who are ready to go beyond tutorials and start building projects. The distinguished guide to bridging the gap between learning and doing, this book walks readers through where and how of real Python programming with practical, useful teaching. With a focus on real functionality, Python Projects describes the ways python can be used to complete daily tasks and provide efficiency for both businesses and individuals. Python Projects is written specifically for those who know the Python syntax and low off the ground, but can still be intimidated by larger, more complex projects. The book provides a review of the basic set up for an application and building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: How to maximize the power of standard library modules Where to get third-party libraries, and best practices for utilization Create, package and reuse libraries within and across projects Building multi-layer features including networking, data, and user interfaces To configure development environments and use virtualenv, beep, 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 business training. For Python developers who want to apply their skills to real-world challenges, Python Projects is a treasure trove of information and expert insight. Search Forums Advanced Search Find All Thanked Posts Welcome to p2p.wrox.com Forum. You are currently viewing the BOOK: Python Project section of the Wrox Programmer to Programmer discussions. This is a community of programmers and website developers including Wrox book authors and readers. New membership registration ended in 2019. New posts were suspended and the site archived in this static format as of October 1, 2020. If you need technical support for a Wrox book please contact Python trainers Laura Cassell and Alan Gauld directed their new book Python Projects on Python programmers with basic skills who are ready to start building real projects. Programmers who know the Python syntax and lay off the ground, but who can still be intimidated by larger, more complex projects, will find this book useful. Python Projects provides a review of the basic setting of an application and the building and packaging of a library, and explains in detail the features related to the projects. Topics include maximizing the power of standard library modules; to find and exploit third-party libraries, create, package and reuse within and between projects, Building Building functionality, including networking, data, and user interfaces, and uses development environments such as virtualenv, beeps, and more. Publisher Wrox says Python developers who want to apply their skills to real-world challenges will find a treasure trove of information and expert insight into Python projects. Get Python Projects Now with O'Reilly online learning. O'Reilly members experience live training online, plus books, videos and digital content from 200+ publishers. A guide to completing Python projects for those who are ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who are ready to go beyond tutorials and start building projects. The distinguished guide to bridging the gap between learning and doing, this book walks readers through where and how of real Python programming with practical, useful teaching. With a focus on real functionality, Python Projects describes the ways python can be used to complete daily tasks and provide efficiency for both businesses and individuals. Python Projects is written specifically for those who know the Python syntax and low off the ground, but can still be intimidated by larger, more complex projects. The book provides a review of the basic set up for an application and building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: How to maximize the power of standard library modules Where to get third-party libraries, and best practices for exploitation Create, package, and reuse libraries within and across projects Build multi-layered features including networking, data, and user interfaces To create development environments and use

virtualenv, beep, and moreWritten by veteran Python educators, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or business training. For Python developers who want to apply their skills to real-world challenges, Python Projects is a treasure trove of information and expert insight. INTRODUCTION xxv CHAPTER 1: REVIEW CORE PYTHON 1 Explore the Python language and interpreter 2 Review python data types 3 numeric types: Integer and Float 4 The Boolean type 5 The None Type 6 Collection Types 6 Strings 7 Bytes and ByteArrays 8 Tuples 10 Lists 10 Dictionaries 12 Sets 13 Using Python Control Structures 15 Structure your application 15 Using sequences, Blocks and Comments 16 Choosing a Runtime 17 Iteration 18 Handling Exception 20 Managing Context21 Getting Data In and Out of Python 21 Interacting with Users 21 Using Text Files 23 Extend Python 24 Define and Use Features 24 Generator Features 26 Lambda Features 27 Define and Use Classes and Objects 28 Create and Use Modules and Packages 33 Using Create Modules 33 Using and Creating Packages 34 Create an Example Package 36 Using Third Party Packages 42 Summary 43 CHAPTER 2: PYTHON 47 SCRIPTS Access to the operating system 48 Obtain information about users and their computer 49 Obtaining Information about the current process 53 Manage other applications 55 Manage subprocesses more efficiently 58 Obtain information about files (and devices) 60 Navigate and manipulate the file system 62 Plumbing directory Tree depth 69 Working with dates and times 72 Use the time Module 72 Introduce datetime Module 75 Introducing calendar Module 76 Management Common file formats 76 Using Comma-separated values 76 Working with Config Files 83 Working with XML and HTML files 86 Interpreting XML files 86 Parsing HTML files 89 Access to built-in API using ctypes and pywin32 93 Access to the operating system library 94 Using ctypes with Windows 95 Using ctypes on Linux 96 Access to a Windows application Using COM 96 Automate tasks Involving multiple applications 98 Using Python First 98 Using operating systems Utilities 98 Using Data Files 98 Using a Third-Party Module 99 Interact with Subprocesses via a CLI 99 Using Web Services for Server-Based Applications 99 Using a Native Code API 100 Using GUI Robotics 100 Summary 100 Chapter 3: MANAGING DATA 103 Store Data Using Python 104 Using DBM as a Persistent Dictionary 104 Using Pickle to Store and Retrieve Items 109 Access items with Shelves 111 Analyze Data with Python 116 Analyzing Data Using Built-In Features in Python 116 Analyzing data with itertools 119 Utility Functions 119 Data Processing Functions 121 Taming the Vagaries of groupby() 122 Using itertools to analyze LendyDB Data 124 Manage Data Using SQL 125 Relational Database concepts 126 structured query language 127 Create tables 128 Insert data 129 Read data 130 Change data 133 Link data across tables 134 Dig deeper into Data constraints 134 Revisit SQLite Field Types 135 Modeling Relationships with Limitations 136 Many-to Many Relationships 140 Migrate LendyDB to a SQL Database 143 Access SQL from Python 143 Using SQL Connections 143 Using a Marker 143 Create LendyDB SQL Database 145 Insert Provision of Test Data 146 Create a LendyDB API 148 Explore other data management options 154 Client-Server databases 154 NoSQL 155 Cloud 155 data analysis with RPy 156 Summary 157 CHAPTER 4 : BUILDING DESKTOP APPLICATIONS 161 Structuring Applications 162 Building Command-Line Interface 164 Building Data Layer 164 Building Kernel Logic Layer 165 Building User Interface 169 Using cmd Module to Build a Command-Line Interface 173 Reading Command Line Arguments 175 Jazzing Up Command Line Interface with some dialogboxes 177 Programming GUIs with Tkinter 181 Introducing Key GUI Principles 181 Event-Based 181 GUI Terminology 182 Containment Tree 183 Building a Simple GUI 184 Building a Tic-Tac-Toe GUI 186 Sketch a UI Design 186 Building Menus 187 Building a Tic-Tac-Toe Board 188 Connecting GUI to the Game 1 1 90 Extend Tkinter 194 Using Tickets 194 Using ttk 198 Revisit lending library 199 Exploring Other GUI Toolkits for Python 206 wxPython 207 PyQt 207 PyGTK 208 Native GUIs: Cocoa and Py Win32 209 Dabo 209 Store Local Data 210 Store Application-Specific Data 210 Store User-Selected Preferences 211 Storage Application State 212 Logging Error Information 212 Understanding Localization 214 Using Locales 214 Using Unicode in Python 1 216 Using gettext 218 Summary 220 CHAPTER 5: PYTHON ON THE WEB 223 Python on the Web 224 Parts of a Web Application 225 The Client-Server Relationship 226 Middleware and MVC 226 HTTP Methods and Headings 227 What is an API? 230 Web programming with Python 235 Using Python HTTP modules 235 Create an HTTP server 235 Explore the 237 Create data models in Piston 238 Create Kernel Checker Files 239 More about Python and Web 247 Static Site Generators 248 Web Framework 248 Web Framework 248 Using Python Over Thread 248 XML-RPC 249 Socket Servers 250 More Network Fun in Python 253 Summary 254 CHAPTER 6: PYTHON IN LARGER PROJECT 257 Testing with Doctest Module 258 Testing with Unittest Module 262 Test-Driven Development in Python 267 Troubleshooting your Python code 267 Handling exception in Python 272 Working on Major Python Project 276 Releasing Python Package 280 Summary 282 CHAPTER 7: EXPLORING PYTHON'S FRONTIERS 285 Draw Images with Python 286 Using Turtle Graphics 286 Using GUI Canvas Objects 286 Plotting Data 2 2 87 Using imgchr 287 Introduce Pillow 287 Try ImageMa 287 Doing Science with Python 288 Introducing SciPy 288 Doing Bioscience with Python 290 Using GIS 290 Watch Your Language 290 Get It All 290 Playing Games with Python 291 enrich the experience with PyGame 291 Exploring Other Options 291 Going to the Movies 292 The Computer Graphics Kit 292 Modeling and Animation 292 Photo Processing 292 Working with Audio 293 Integrating with Other Languages 293 Jython 293 IronPython 294 Cython 294 Tcl/Tk 295 Get Physical 296 Introduce Serial Options 296 Programming RaspberryPi 296 Talk with Arduino 29 7 Exploring Other Options 297 Building Python 298 Fixing Bugs 298 Document298 Testing 299 Adding Features 299 Attending Conferences 299 Summary 299 APPENDIX A: Responses to Exercises 303 Chapter 1 Solutions 303 Chapter 2 Solutions 305 Chapter 3 Solutions 306 Chapter 4 Solutions 311 Chapter 5 Solutions 315 Chapter 6 Solutions 316 Chapter 7 Solutions 317 ADDITIONS B : PYTHON STANDARD MODULES 319 ANNEX C : USEFUL PYTHON RESOURCES 327 Asking questions: Mailing lists and more 327 Reading Blogs 328 Study tutorials and references 328 Videos 329 And now for something completely different ... 329 REFERENCES 331 INDEX 333 333

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