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# Python The Complete Reference

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Release 3. 6. 6rc1  
 HT THINK LIKE A COMPUTER SCIEN  
 Develop responsive and powerful GUI applications with PyQt and Tkinter  
 The Complete Reference  
 Python In Your Pocket  
 Python GUI Programming - A Complete Reference Guide  
 How to Think Like a Computer Scientist  
 Basic Core Python Programming  
 A Complete Reference Book to Master Python with Practical Applications (English Edition)  
 Modern Python Cookbook  
 Python for Kids  
 Powerful Object-Oriented Programming  
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 Python Essential Reference  
 Exploring Data in Python 3  
 Stuff You Should Know  
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 Introduction to Computing & Problem Solving With PYTHON  
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 Python for Everybody  
 Automate the Boring Stuff with Python, 2nd Edition  
 A Complete Reference for Maya Python and the Maya Python API  
 An Incomplete Compendium of Mostly Interesting Things  
 Think Python  
 A Complete Introduction to the Python Language  
 Python Essential Reference  
 Maya Python for Games and Film  
 Interdisciplinary Problems, Principles, and Python Programming  
 Fireworks(R) MX: The Complete Reference  
 The Complete Reference  
 Python Is Future, Embrace It Fast  
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 81 Easy Practice Programs  
 The Quick Python Book  
 Python for Beginners with Hands-On Project. the Only Book You Need to Start Coding in Python Immediately  
 Learn Python in One Day and Learn It Well  
 A Complete Reference for Maya Python and the Maya Python API

*Python The Complete Reference*

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## NEAL WOOD

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*Release 3. 6. 6rc1* Manning Publications Company  
 This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python Programming language. The Python programming topics include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database Programming and Object Oriented Programming concepts are also covered in detail. All chapters have worked out programs, illustrations, review and

frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.  
*HT THINK LIKE A COMPUTER SCIEN*  
 Createspace Independent Publishing Platform  
 Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and management of large

collections of code.  
*Develop responsive and powerful GUI applications with PyQt and Tkinter*  
 McGraw-Hill Osborne Media  
 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!

[The Complete Reference](#) "O'Reilly Media, Inc."

Learn the ins and outs of Fireworks using this authoritative guide. You'll get valuable tips and guidance on everything from streamlining workflow to creating interactive graphics for the Web and integrating Fireworks with other applications.

[Python In Your Pocket](#) BPB Publications  
Mastering Advanced Python Programming  
**KEY FEATURES**

- In-depth coverage on fundamentals of functions, recursion, classes, inheritance, and files.
- Mastery of advanced topics - Database connectivity, Errors and Exception, Testing and Debugging, threads, Data visualization, and Data analysis.
- In-depth coverage of advanced concepts such as data structures, and algorithms.
- Simplifies GUI and Widgets.
- Learn to connect GUI with MySQL to create a complete working application.
- Introduction to Flask.
- Thorough, detailed, and complete coverage of all topics along with ample coding examples and illustrations.

**DESCRIPTION** Advance Core Python Programming is designed for Programmers who have a good understanding of Python basics and are ready to take the next steps. For entry-level Python programmers willing to dive deeper into programming, this book provides a path that will help them to add innovative features to their applications. This book starts by introducing you to the concept of Functions and Recursion and then moves on to higher levels of introducing you to OOP concepts, Files, integrating Python with database, threading, errors, exceptions, testing, debugging, data visualization, data analysis, GUI, data structures and

algorithms. All these topics are the need of the hour and this book simplifies all these critical and essential concepts of Python for you. Knowledge of these topics will ease the functioning of your envisioned application. Throughout the book, you will have access to several coding examples which will help you to understand the real practical application of advanced Python concepts and you will be able to work on any kind of Python project with confidence.

**WHAT YOU WILL LEARN**

- Learn advanced Python topics in simple language.
- Learn how to code in easy-to-follow steps.
- Learn to create your own classes and functions.
- Learn to work with Files.
- Learn to configure MySQL and make Python programs interact with the MySQL database.
- Get to know different types of errors, exceptions, and ways to test, debug and rectify them.
- Learn how to use Python for Data Visualization and Data Analysis.
- Learn to Create GUI features and add Widgets.
- Learn about data structures and algorithms.
- Learn to create and develop stack, queues, trees, and linked lists.
- Explore Flask, its features, and how to use it to build web applications.
- Learn to work on complex code by following simple step-by-step instructions.
- Prepare for theory and practical exams related to advanced Python Concepts.

**WHO THIS BOOK IS FOR**  
This book is highly appealing to all tech-savvy students, programming enthusiasts, IT graduates, and computer science professionals who want to build strong proficiency in building Python applications. Prior understanding of Python basic coding concepts like variables, expressions, and control structures is required to begin with this book. You can also read Basic Core Python Programming to develop strong fundamentals before you start with this book.

**TABLE OF CONTENTS**

1. Functions and Recursion
2. Classes, Objects, and Inheritance
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### **Python GUI Programming - A Complete Reference Guide**

Independently Published

This is a printed edition of the official Python language reference manual from the Python 3.2 distribution. It describes the syntax of Python 3 and its built-in datatypes and operators. Python is an interpreted object-oriented programming language, suitable for rapid application

development and scripting. This manual is intended for advanced users who need a complete description of the Python 3 language syntax and object system. A simpler tutorial suitable for new users of Python is available in the companion volume "An Introduction to Python (for Python version 3.2)" (ISBN 978-1-906966-13-3). For each copy of this manual sold USD 1 is donated to the Python Software Foundation by the publisher, Network Theory Ltd.

### **How to Think Like a Computer Scientist** KHANNA PUBLISHING

Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz—widely recognized as the world's leading Python trainer—Python Pocket Reference is an ideal companion to O'Reilly's classic Python tutorials, Learning Python and Programming Python, also written by Mark. This fifth edition covers: Built-in object types, including numbers, lists, dictionaries, and more Statements and syntax for creating and processing objects Functions and modules for structuring and reusing code Python's object-oriented programming tools Built-in functions, exceptions, and attributes Special operator overloading methods Widely used standard library modules and extensions Command-line options and development tools Python idioms and hints The Python SQL Database API

*Basic Core Python Programming* BPB Publications

*Invent Your Own Computer Games with Python* will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to:

- Combine loops, variables, and flow control statements into real working programs
- Choose the right data structures for the job, such as lists, dictionaries, and tuples
- Add graphics and animation to your games with the pygame module
- Handle keyboard and mouse

input -Program simple artificial intelligence so you can play against the computer -Use cryptography to convert text messages into secret code -Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

*A Complete Reference Book to Master Python with Practical Applications (English Edition)* Mcgraw-hill

Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key Features Integrate stunning data visualizations using Tkinter Canvas and Matplotlib Understand the basics of 2D and 3D animation in GUI applications Explore PyQt's powerful features to easily design and customize your GUI applications Book Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. Moore Qt5 Python GUI Programming Cookbook by B. M. Harwani What you will learn Visualize graphs in real time with Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regression when updating code Handle different signals generated on mouse clicks using QSpinBox and sliders Employ

network concepts, internet browsing, and Google Maps in UI Use graphics rendering to implement animations in your GUI Who this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

*Modern Python Cookbook* CRC Press Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation

**Python for Kids** "O'Reilly Media, Inc." Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive

than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, *Programming in Python 3* brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more *Programming in Python 3* serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

**Powerful Object-Oriented Programming** "O'Reilly Media, Inc."

From the duo behind the massively successful and award-winning podcast *Stuff You Should Know* comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast *Stuff You Should Know* back in 2008 because they were curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making *Stuff You Should Know* one of the most popular podcasts in

the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with *Stuff You Should Know*. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

*Pyth 3 Stan Libr Exam \_2* Real Python (Realpython.Com)

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be

comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The Glossary is also worth going through. [Python Essential Reference](#) "O'Reilly Media, Inc."

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

### Exploring Data in Python 3

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*Maya Python for Games and Film* is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.

[Stuff You Should Know](#) Pearson Education Make the Leap From Beginner to Intermediate in Python... Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects What should you learn about Python in the beginning to get a strong foundation? With Python Basics, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with

Python, fast! Who Should Read This Book If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift the numerous exercises within each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed

through hours of boring screencasts. I gave up on countless cruffy books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista

[Begin your Journey to Master the World of Python \(English Edition\)](#) Flatiron Books

Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.

[Introduction to Computing & Problem Solving With PYTHON](#) Wiley Global Education

Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed

explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time.

Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization *Head First Python* Packt Publishing Ltd Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in

Python by authoritative authors. *Data Structures and Algorithms in Python* is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as *Data Structures and Algorithms in Java* and *Data Structures and Algorithms in C++*.

[Python for Everybody](#) No Starch Press

If you want to learn how to program but don't know where to start, this is the right book and the right language for you. From the first page, our self-paced approach will help you build competence and confidence in your programming skills. And Python is the best language ever for learning how to program because of its simplicity and breadthtwo features that are hard to find in a single language. But this isn't just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn Python faster and better than you've ever learned a language before. By the time you're through, you will have mastered the key Python skills that are needed on the job, including those for object-oriented, database, and GUI programming. To make all of this possible, section 1 presents an 8-chapter course that will get anyone off to a great start with Python. Section 2 builds on that base by presenting the other essential skills that every Python programmer should have. Section 3 shows you how to develop object-oriented programs, a critical skillset in today's world. And section 4 shows you how to apply all of the skills that you've already learned as you build database and GUI programs for the real world.

Related with Python The Complete Reference:

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