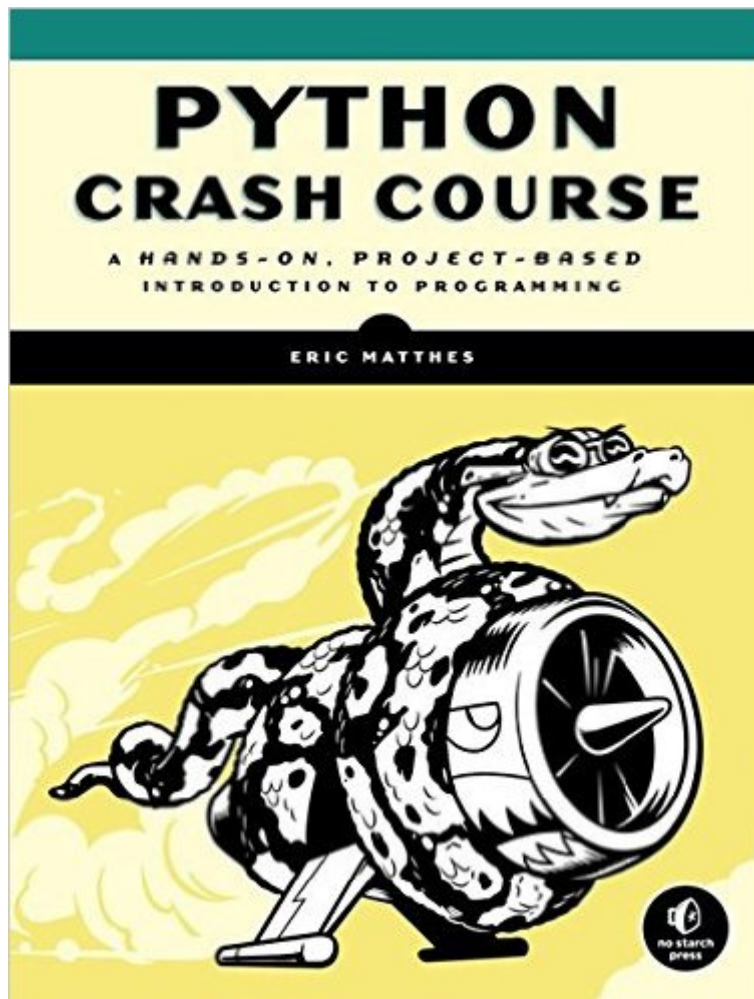# Python Crash Course: A Hands-On, Project-Based Introduction To Programming

# Synopsis

Python Crash Course is a fast-paced, thorough introduction to programming with Python that will have you writing programs, solving problems, and making things that work in no time.In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handy libraries, and a simple web app you can deploy online.As you work through Python Crash Course, you'll learn how to:Use powerful Python libraries and tools, including matplotlib, NumPy, and PygalMake 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progressesWork with data to generate interactive visualizationsCreate and customize simple web apps and deploy them safely onlineDeal with mistakes and errors so you can solve your own programming problemsIf you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code!

# Book Information

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# Customer Reviews

I'm an experienced programmer new to Python and finally I have an introduction that is helping me

become a more "real" Python programmer. Though I don't need to start from the beginning, it's useful to have the slate clean, as opposed to jumping into the middle with more advanced books. Also, since this book takes a "crash course" approach, it covers a bit of many different approaches: from pure command line to visualizations to web apps. This book has been valuable to me as a coder who happens to be a Python newb, but I'm also looking forward to recommending it as a first programming book, as well.

I have read multiple beginner guides to Python. I am currently up to chapter 11 in Python Crash Course. So far this is far and away my favorite Python programming book. The content is comprehensive, well-explained and well-curated. I only have one complaint and it is minor. The indentation on the online Kindle version is occasionally off. As a workaround, the author consistently points out where indentation is needed. Or you could stick with the paperback edition. On a side note, the age range states 10 and up. It may be a tad ambitious for a 10 year old. Especially since it covers topics such as Django.I'll write again if my views change after having tackled the projects section. For now I recommend this book whole-heartedly. It is fantastic.

I have experience with HTML, CSS, and JavaScript, but I wanted to start fresh on a new language. For some reason, Python seemed very attractive and I made a commitment to learn it in 2016. After taking a few courses at Treehouse, I decided I would like a book, because there is something about text that feels more concrete than videos. This book stood out to me so I gave it a shot, and I am glad I did.The tone of this book is very easy going. It's moderately paced, so it feels like you are always learning something new, but not going too fast, and the book also never gets boring. It's very similar to other learning books, in that every new concept builds from the previous, etc...but Eric writes in such a way that there is no intimidation. Just a great style of writing.One of my favorite parts of this book is that every chapter has "Try It Yourself" sections that give you objectives based on what you've been learning about. I know other textbooks have similar offerings at the end of chapters, but these seem to blend in with the material so well, and they're nothing complicated. They're like friendly reinforcements to the concepts you just learned about, and a great jumpstart to get coding.Crash Course covers Python 3, and highlights the areas where Python 2 would be different. Eric also gives lessons on styling, and best practices, yet also says to just focus on getting things to work and go back later to make it more efficient, which I think is excellent advice and as I mentioned before, removes intimidation from anyone who might be worried they aren't up to par to code.I recommend this book to anyone who is looking for an introduction to Python. This will help

start the foundation.

This book is well written for beginners explaining concepts in plain language where others defer to technical jargon too early. I have at least 8 Python books and have trouble reading more than a few pages before checking out. With this one I find I can absorb the concepts easier and tend to keep at it longer. I wish Eric would write a similar book on wxpython - a subject in deep need of addressing for the early learners. Default GUI tools inside Python are simply not what I expected in terms of ease of use and quality.

As a Data Scientist well versed in R, I'd been putting off learning to Python for quite some time. I purchased a course on Udemy which was good but encourage use of iPython notebook - a great program, but it doesn't scale well and takes too long.The Geany program the author recommends has a functional but ugly UI, so I elected to use Pycharm as an IDE.The thing that I love most about this book is the way the author's just jumps into the meat and potatoes without sacrificing any substance. I was able to follow the exercises and do them based solely on what I had learned as well. This is a major point since many books make learning not fun and dry. Furthermore, as an avid gamer I fully appreciated the connection between the tools and a logical purpose of them. I've got the big fat Python book with the animal on it and was discouraged by its size. I purchased this book with a book on Machine Learning in Python as well.

This book represents an excellent approach to pedagogy based upon the skills of Eric Matthes as a skilled teacher and a programmer with practical talents. Many introductory programming texts show just enough code to illustrate the important features of a language. Those at the next level areoften confined to the basic data structures and algorithms that are required by ACM guidelines. But for one to learn practical skills in applying Python one must know well both the principal components of the language and the process of constructing a significant real project. Real projects involving a significant 2D game, data visualization as used in scientific and social science applications and real web project involving the DJANGOPython web framework. Use of powerful Python libraries (these modules being among the most important features of this "Batteries Included Language"), such as matplotlib, NumPy, Pygal and DJANGO are thoroughly illustrated. Software testing is covered to the extent needed for many larger projects. Finally, given that many users either as a result of installed 2.x versions of Python on OSX and Linux, or because of the needto use a library that has not yet been implemented for Python 3.x still use Python 2.x (usually Python 2.7)--Matthes teaches both

Python 2.7 and Python 3.x and explains the major differences between these implementations.A Highly Recommended, Well Though Out. Tutorial in Programming significant projects in Python..

Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) Python Crash Course: A Hands-On, Project-Based Introduction to Programming Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) Learn Python in One Day and Learn It Well: Python for Beginners with Hands-on Project. The only book you need to start coding in Python immediately Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Python: The Ultimate Crash Course for Python Programming Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API Deep Learning: Recurrent Neural Networks in Python: LSTM, GRU, and more RNN machine learning architectures in Python and Theano (Machine Learning in Python) Unsupervised Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python and Theano (Machine Learning in Python) Deep Learning in Python Prerequisites: Master Data Science and Machine Learning with Linear Regression and Logistic Regression in Python (Machine Learning in Python) Convolutional Neural Networks in Python: Master Data Science and Machine Learning with Modern Deep Learning in Python, Theano, and TensorFlow (Machine Learning in Python) Deep Learning in Python: Master Data Science and Machine Learning with Modern Neural Networks written in Python, Theano, and TensorFlow (Machine Learning in Python) Python Programming Guide + SQL Guide - Learn to be an EXPERT in a DAY!: Box Set Guide (Python, C++, PHP, Swift, Os, Programming Guide) APÃ Â® Biology Crash Course Book + Online (Advanced Placement (AP) Crash Course) APÃ Â® U.S. History Crash Course Book + Online (Advanced Placement (AP) Crash Course) APÃ Â® European History Crash Course Book + Online (Advanced Placement (AP) Crash Course) APÃ Â® English Literature & Composition Crash Course Book + Online (Advanced Placement (AP) Crash Course) APÃ Â® U.S. Government & Politics Crash Course Book + Online (Advanced Placement (AP) Crash Course) APÃ Â® Psychology Crash Course Book + Online (Advanced Placement (AP) Crash Course)