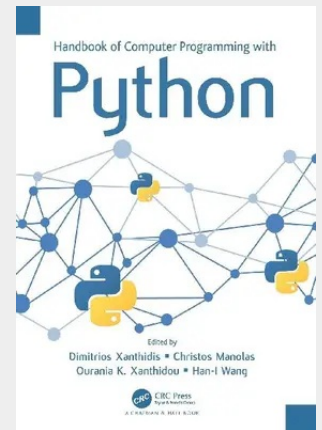


Handbook of Computer Programming with Python

This handbook provides a hands-on experience based on the underlying topics, and assists students and faculty members in developing their algorithmic thought process and programs for given computational problems. It can also be used by professionals who possess the necessary theoretical and computational thinking background but are presently making their transition to Python. Key Features: - Discusses concepts such as basic programming principles, OOP principles, database programming, GUI programming, application development, data analytics and visualization, statistical analysis, virtual reality, data structures and algorithms, machine learning, and deep learning - Provides the code and the output for all the concepts discussed - Includes a case study at the end of each chapter This handbook will benefit students of computer science, information systems, and information technology, or anyone who is involved in computer programming (entry-to-intermediate level), data analytics, HCI-GUI, and related disciplines.

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