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EDUCATIONAL: IT & COMPUTING, ICT. Python is a great introduction to real-world coding languages. In this book, learn how to write programs that ask questions, draw shapes, throw dice and even build you a clock. As you go, get to grips with key coding concepts like loops, variables and functions. The

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Python is an easy to learn, powerful programming language. It has efficient high-level data structures

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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

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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

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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

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library-index. The Glossary is also worth going through.

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Stuff You Should Know

Python Crash Course

Learn to play with the LEGO MINDSTORMS Robot

Inventor kit and build creative robots

Python for Beginners

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A Smarter Way to Learn JQuery

The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from

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individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning

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with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-

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focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random

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they become available. See inside book for more information.

I designed a learning system for myself that quadrupled my aptitude for learning computer languages. It worked so well for me that I've used it to teach coding to grandmothers, cab drivers, musicians, and 50,000 other newbies. Washington University research shows that a key teaching method I use--interactive recall practice--improves learning performance 400 percent. Computer languages are not inherently hard to understand, even for non-techies. Remembering is the problem. Research shows that you will remember everything if

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you're repeatedly asked to recall it. That's the beauty of flash cards. But technology offers an even better way to make information stick. With my book you get almost a thousand interactive exercises--they're free online--that embed the whole book in your memory. Algorithms check your work to make sure you know what you think you know. When you stumble, you do the exercise again. You keep trying until you know the chapter cold. The exercises keep you engaged, give you extra practice where you're shaky, and prepare you for each next step. Every lesson is built on top of a solid foundation that

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you and I have carefully constructed. Each individual step is small. But all the little steps add up to real knowledge--knowledge that you retain. You don't need to be a computer genius to learn Python. You just need to be smart about how you learn it.--Amazon.com description.

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the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the

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subject . We hope you find this book useful in shaping your future career & Business.

Do you want to take your Python to the next level? Python is easy to learn. You can learn the basics in a day and be productive with it. But there are more advanced constructs that you will eventually run across if you spend enough time with it. Don't be confused by these. Learn them, embrace them, and improve your code and others.

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variety of smart robots. The first robotic project involves designing a claw to grab objects, and helps you to explore how a smart robot is used in everyday life and in industry. The second project revolves around building a working guitar that can be played and modified to meet the needs of the user. As you advance, you'll explore the concept of biomimicry as you discover how to build a scorpion robot. In addition to this, you'll also work on a classic robotic challenge by building a sumobot. Throughout the book, you'll come across a variety of projects that will provide you with hands-on experience in

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building creative robots, such as building a Dragster, Egg Decorator, and Plankton from Spongebob Squarepants. By the end of this LEGO book, you'll have got to grips with the concepts behind building a robot, and also found creative ways to integrate them using the application based on your creative insights and ideas. What you will learnDiscover how the Robot Inventor kit works, and explore its parts and the elements inside themDelve into the block coding language used to build robotsFind out how to create interactive robots with the help of sensorsUnderstand the importance of real-

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world robots in today's landscapeRecognize different ways to build new ideas based on existing solutionsDesign basic to advanced level robots using the Robot Inventor kitWho this book is for This book is for robot enthusiasts, LEGO lovers, hobbyists, educators, students, and anyone looking to learn about the new LEGO Robot Inventor kit. This book is designed to go beyond the basic build through to intermediate and advanced builds, and enables you to add your personal flair to the builds and codes.

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Case Studies

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jQuery was written to express, in short-order, the concepts essential to intermediate and advanced jQuery development. Its purpose is to instill in you, the reader, practices that jQuery

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developers take as common knowledge. Each chapter contains concepts essential to becoming a seasoned jQuery developer. This book is intended for two types of readers. The first is someone who has read introductory material on jQuery and is looking for the next logical step. The second type of reader is a JavaScript developer, already versed in another library, now trying to quickly learn jQuery. I crafted this book to be used as my own personal reference point for jQuery concepts. This is exactly the type of book I wish every JavaScript library had available. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of

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illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

*The "Writing Idiomatic Python" book is finally here! Chock full of code samples, you'll learn the "Pythonic" way to accomplish common tasks. Each idiom comes with a detailed description, example code showing the "wrong" way to do it, and code for the idiomatic, "Pythonic" alternative. *This version of the book is for Python 3.3+. There is also a Python 2.7.3+ version available.* "Writing Idiomatic Python" contains the most common and important Python idioms in a format that maximizes*

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*identification and understanding. Each idiom is presented as a recommendation to write some commonly used piece of code. It is followed by an explanation of why the idiom is important. It also contains two code samples: the "Harmful" way to write it and the "Idiomatic" way. * The "Harmful" way helps you identify the idiom in your own code. * The "Idiomatic" way shows you how to easily translate that code into idiomatic Python. This book is perfect for you: * If you're coming to Python from another programming language * If you're learning Python as a first programming language * If you're looking to increase the readability, maintainability, and correctness of your Python code What is "Idiomatic" Python? Every programming language has its own idioms. Programming language idioms are*

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*nothing more than the generally accepted way of writing a certain piece of code. Consistently writing idiomatic code has a number of important benefits: * Others can read and understand your code easily * Others can maintain and enhance your code with minimal effort * Your code will contain fewer bugs * Your code will teach others to write correct code without any effort on your part*

*You've bested creepers, traveled deep into caves, and maybe even gone to The End and back—but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Designed your own color-changing disco dance floor? In *Learn to Program with Minecraft®*, you'll do all this and more with the power of Python, a free language used by millions of*

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- Make secret passageways that open when you activate a hidden switch*
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- Show exactly where to dig for rare blocks*
- Cast a spell so that a cascade of flowers (or dynamite if you're daring!) follows your every move*
- Make mischief with dastardly lava*

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traps and watery curses that cause huge floods Whether you're a Minecraft megafan or a newbie, you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power of Python, those days are over! Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi. Uses Python 3

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With applications in almost every industry, data science experts will have no shortage of great job offers. But, the whole field may seem a little intimidating if your background is not specific to data science. This book is here to guide you through the field of data science from the very beginning. You will learn the fundamental skills and tools to support your learning process. If you're a beginner, this is the book to help you easily understand the basics of data science. To understand data science, you also need a good understanding of how Python helps you design and implement these projects. This guidebook is going to explain how we can get all of this done. Here just a little preview of what you'll find inside this book: A thorough and simple explanation of data science and the way it works

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author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming

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have at least a piece of code in Python. Here you will find tons of useful information about Python divided into chapters to make the learning process easier and more interesting. Inside those chapters you will find: An introduction to Python; Benefits of Python and the differences between it and other languages; Introduction to Data Science, AI, Machine Learning and uses of Python; Basic concepts such as: Variables, Data types, Numbers, Strings and more; Conditional Statements; Loops; Functions: What are, benefits and how to create them; Modules: What are and benefits of using them;

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OOP; Files; Exceptions; And much more... If you are feeling attracted by everything shown until now, then let me tell you that it is not everything that you will find here. Also, in the first introductory chapter, we included a section where we explained, step by step, how to install or update according to your case, Python. We even included how to do it on Windows, macOS and Linux. Besides all of that, each one of the explanations of the statements and other things here on this book will come with an example, with its respective image of how the code was written, and afterward a short but complete

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explanation of what is the task and job of each element on the code. We wrote this book with a huge effort and dedication to make it possible to teach people to learn the Python programming language. If you want to become a developer, a programmer or simply learn how this goes, then buy this book now ! ***Scroll up and click the ADD TO CART button***

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art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications,

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followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies

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productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those

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creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural

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- Work with Ruby hashes to create a programmable breakfast menu
- Control program flow with loops and conditionals to help the Royal Plumber
- Test your wild and crazy ideas in IRB and save your programs as scripts
- Create a class of mini-wizards, each with their own superpower!
- Organize and reuse your code with methods and lists
- Write your own amazing interactive stories using Ruby

Along the way, you'll meet colorful

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characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. Ruby Wizardry will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Python for Everybody

Learn to Program with Scratch

Python Crash Course, 2nd Edition

Expert machine learning and deep learning techniques for developing smarter IoT systems

An Incomplete Compendium of Mostly Interesting Things

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The Ultimate Step-by-Step Guide to Python Programming. Discover How to Master Big Data Analysis and Understand Machine Learning A Smarter Way to Learn Python in 5 Days and Remember It Longer. with Easy Step by Step Guidance and Hands on Examples. (Python Crash Course-Programming for Beginners)

Python for Programmers

Python is a general purpose programming used by many start-ups. Its design emphasizes code readability, notably using significant whitespace. Did you know Mozilla Firefox, PBS, Reddit, and even NASA! All use Python programming for their websites? Providing constructs whether small or large scale Python is versatile and can

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be used in a variety of ways.

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

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–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.

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,

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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

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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).

Have you always wanted to learn Python programming but are afraid it'll be too difficult for you? I can totally relate to that since I was at an inflection point in my career when I decided to learn Python. Looking back, I have no idea what gave me the courage to learn programming at that stage in my life but whatever it was, I couldn't be any happier today. This is the book I wish I had when I started my journey from complete programming novice to professional software engineer. Whether your goal is to become an entrepreneur, a software engineer or you would like to use your programming skills in another profession, I can tell you this - This

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book is for you This is my step-by-step manual that will literally take you through every essential process of mastering the python language. *****Bonus Included Inside***** Download your FREE Python Cheat sheet! Here's What You'll Discover: The TOP 3 reasons why you should Learn Python today Confused about which version of Python you should use? My recommendation on why you should use THIS specific Python version. Ever wondered how to install Python across multiple Operating Systems? I will give you step by step instructions for Mac OS X, Windows as well as Linux. I will walk you through how to install and use the Python Interpreter, IDLE and Shell. Hands-on Exercise: Create and run your First Python program! In-depth description regarding Python Variables and Operators that no other book goes into. Two Critical Python properties that every programmer should become familiar

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with Need tools for debugging your Program? Worry no more. We will go over the TOP 4 tools. Say Hello to "Strings". I will teach you the most commonly used String handling and manipulation tools. Tuples? Lists? How are Tuples different from Lists? Where and how should we use them? I know this is confusing but we have a complete section on Container Objects that will answer all your questions! How can we leave out Dictionaries? I will teach you the FIVE Critical rules you should follow when using dictionaries. Learn all about Conditionals and Loops The 2 reasons why you should master Functions. Are you ready for the next level? Let's talk about Classes and Methods and how to use them. How do we handle Exceptions? I will teach you 2 functions that will help with this. We will go over File Operations as well as Packages and Libraries. And much more!! Finally, as Linus Torvalds says, "Talk

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is Cheap, Show me the Code!" Everything leads to a Complete Hands-On Python Program! I will hold you by hand and walk you through every step of creating this program. This program will use all the Python concepts we went over throughout the book. So What Are You Waiting For? The opportunity is there. Will you take it?

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Build smarter systems by combining artificial intelligence and the

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Internet of Things—two of the most talked about topics today Key Features Leverage the power of Python libraries such as TensorFlow and Keras to work with real-time IoT data Process IoT data and predict outcomes in real time to build smart IoT models Cover practical case studies on industrial IoT, smart cities, and home automation Book Description There are many applications that use data science and analytics to gain insights from terabytes of data. These apps, however, do not address the challenge of continually discovering patterns for IoT data. In Hands-On Artificial Intelligence for IoT, we cover various aspects of artificial intelligence (AI) and its implementation to make your IoT solutions smarter. This book starts by covering the process of gathering and preprocessing IoT data gathered from distributed sources. You will learn different AI techniques such as machine learning, deep

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learning, reinforcement learning, and natural language processing to build smart IoT systems. You will also leverage the power of AI to handle real-time data coming from wearable devices. As you progress through the book, techniques for building models that work with different kinds of data generated and consumed by IoT devices such as time series, images, and audio will be covered. Useful case studies on four major application areas of IoT solutions are a key focal point of this book. In the concluding chapters, you will leverage the power of widely used Python libraries, TensorFlow and Keras, to build different kinds of smart AI models. By the end of this book, you will be able to build smart AI-powered IoT apps with confidence. What you will learnApply different AI techniques including machine learning and deep learning using TensorFlow and KerasAccess and process data from various

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distributed sources Perform supervised and unsupervised machine learning for IoT data Implement distributed processing of IoT data over Apache Spark using the MLlib and H2O.ai platforms Forecast time-series data using deep learning methods Implementing AI from case studies in Personal IoT, Industrial IoT, and Smart Cities Gain unique insights from data obtained from wearable devices and smart devices Who this book is for If you are a data science professional or a machine learning developer looking to build smart systems for IoT, Hands-On Artificial Intelligence for IoT is for you. If you want to learn how popular artificial intelligence (AI) techniques can be used in the Internet of Things domain, this book will also be of benefit. A basic understanding of machine learning concepts will be required to get the best out of this book.

A Problem-Solver's Guide to Building Real-World Intelligent

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and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python 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 basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade

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game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

- Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django
- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use data to generate interactive visualizations
- Create and customize web apps and deploy them safely online
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