

Beginning Python: Using Python 2.6 and Python 3.1

By James Payne

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Beginning Python: Using Python 2.6 and Python 3.1 By James Payne

Beginning Python: Using Python 2.6 and Python 3.1 introduces this open source, portable, interpreted, object-oriented programming language that combines remarkable power with clear syntax. This book enables you to quickly create robust, reliable, and reusable Python applications by teaching the basics so you can quickly develop Web and scientific applications, incorporate databases, and master systems tasks on various operating systems, including Linux, MAC OS, and Windows. You'll get a comprehensive tutorial that guides you from writing simple, basic Python scripts all the way through complex concepts, and also features a reference of the standard modules with examples illustrating how to implement features in the various modules. Plus, the book covers using Python in specific program development domains, such as XML, databases, scientific applications, network programming, and Web development.

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Editorial Review

From the Back Cover
Create a robust, reliable, and reusable Python application

As an open source, object-oriented programming language, Python is easy to understand, extendable, and user-friendly. This book covers every aspect of Python so that you can get started writing your own programs with Python today. Author James Payne begins with the most basic concepts of the Python language—placing a special focus on the 2.6 and 3.1 versions—and he offers an in-depth look at existing Python programs so you can learn by example. Topics progress from strings, lists, and dictionaries to classes, objects, and modules. With this book, you will learn how to quickly and confidently create a robust, reliable, and reusable Python application.

Beginning Python:

- Introduces the concepts of variables for storing and manipulating data
- Examines files and input/output for reading or writing data
- Reviews examples of often-overlooked features of Python
- Delves into writing tests for modules and programs
- Addresses programming with a graphical user interface in Python
- Places special focus on XML, HTML, XSL, and related technologies
- Explains how to extend Python
- Shares numerical programming techniques
- Offers an inside look at Jython, a version of Python written in Java

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James Payne is Editor in Chief of www.developershed.com, a network of high-technology sites that serves millions of unique visitors every month who are seeking tutorials, advice, answers, or articles.

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