

P

Internet programming



with

Python

- *Develop advanced applications using Python*
- *Implement CGI programs and other Internet/Intranet-enabled applications*
- *Extend the Python interpreter with new interfaces*
- *Master Graphical User Interface programming with Python*



Aaron Watters, Guido van Rossum, James C. Ahlstrom



Internet Programming With Python

Colin Dow



Internet Programming With Python:

Internet Programming with Python Aaron Watters, Guido Van Rossum, James C. Ahlstrom, 1996 Explains how to build Internet enabled applications discussing HTTP NNTY and SMTP protocols the WPY portable graphical user interface and the Python C API and the companion CD ROM includes source code and executables Original Intermediate **Internet of Things with Python** Gaston C. Hillar, 2016-05-20 Interact with the world and rapidly prototype IoT applications using Python About This Book Rapidly prototype even complex IoT applications with Python and put them to practical use Enhance your IoT skills with the most up to date applicability in the field of wearable tech smart environments and home automation Interact with hardware sensors and actuators and control your DIY IoT projects through Python Who This Book Is For The book is ideal for Python developers who want to explore the tools in the Python ecosystem in order to build their own IoT applications and work on IoT related projects It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board What You Will Learn Prototype and develop IoT solutions from scratch with Python as the programming language Develop IoT projects with Intel Galileo Gen 2 board along with Python Work with the different components included in the boards using Python and the MRAA library Interact with sensors actuators and shields Work with UART and local storage Interact with any electronic device that supports the I2C bus Allow mobile devices to interact with the board Work with real time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of Things IoT is revolutionizing the way devices things interact with each other And when you have IoT with Python on your side you ll be able to build interactive objects and design them This book lets you stay at the forefront of cutting edge research on IoT We ll open up the possibilities using tools that enable you to interact with the world such as Intel Galileo Gen 2 sensors and other hardware You will learn how to read write and convert digital values to generate analog output by programming Pulse Width Modulation PWM in Python You will get familiar with the complex communication system included in the board so you can interact with any shield actuator or sensor Later on you will not only see how to work with data received from the sensors but also perform actions by sending them to a specific shield You ll be able to connect your IoT device to the entire world by integrating WiFi Bluetooth and Internet settings With everything ready you will see how to work in real time on your IoT device using the MQTT protocol in python By the end of the book you will be able to develop IoT prototypes with Python libraries and tools Style and approach This book takes a tutorial like approach with mission critical chapters The initial chapters are introductions that set the premise for useful examples covered in later chapters *PHP Advanced for the World Wide Web* Larry Edward Ullman, 2002 An intermediate to advanced users guide to PHP the Web scripting language in use on over six million Web sites An excellent companion book to the PHP Visual QuickStart Guide The book focuses specifically on real life PHP projects as determined by frequent PHP questions asked in newsgroups e mails chat rooms and Web sites **Handbook of Object Technology** Saba

Zamir,1998-12-18 The object oriented paradigm has become one of the dominant forces in the computing world According to a recent survey by the year 2000 more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field outlining emerging technologies latest advances current trends new specifications and ongoing research The handbook divides into 13 sections each containing chapters related to that specific discipline Up to date non abstract information provides the reader with practical useful knowledge directly applicable to the understanding and improvement of the reader s job or the area of interest related to this technology Handbook of Object Technology discusses the processes notation and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis design tools client server application development environments

Python Programming for Arduino Pratik Desai,2015-02-27 This is the book for you if you are a student hobbyist developer or designer with little or no programming and hardware prototyping experience and you want to develop IoT applications If you are a software developer or a hardware designer and want to create connected devices applications then this book will help you get started

Features of Future Web Services - For Advanced Users T. S. Baskaran, Web services are open standard XML SOAP HTTP etc based web applications that interact with other web applications for the purpose of exchanging data Web services can convert your existing applications into web applications In this book you will learn what exactly web services are and why and how to use them

Python Made Easy Kevin Wilson,2024-08-21 Unlock the power of Python with this comprehensive course From the basics to advanced topics like game development and web apps this course equips you with the skills to excel in programming Perfect for beginners Key Features Comprehensive coverage from Python basics to advanced topics and hands on exercises projects Step by step guidance through debugging testing and deployment Access to video resources for enhanced learning Book DescriptionPython Made Easy is designed to transform beginners into proficient Python programmers The journey begins with an introduction to Python covering basic concepts and syntax that lay the foundation for your coding skills As you progress you ll dive into essential programming constructs like data structures functions and file handling In the second phase of the course you ll explore more complex topics such as object oriented programming modules and libraries These sections will give you the tools to write efficient reusable and modular code You ll also learn how to handle exceptions ensuring your programs are robust and error resistant Special attention is given to graphical user interfaces GUIs and game development making your Python skills applicable to a wide range of projects The final part of the course covers advanced topics like debugging testing and deploying Python applications You ll also delve into web development where you ll learn to build and deploy web applications using Python The course concludes with valuable video resources to reinforce your learning and provide additional insights By the end of this

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Expert Python Programming Michał Jaworski, Tarek Ziadé, 2019-04-30 Refine your Python programming skills and build professional grade applications with this comprehensive guide Key Features Create manageable code that can run in various environments with different sets of dependencies Implement effective Python data structures and algorithms to write optimized code Discover the exciting new features of Python 3.7 Book Description Python is a dynamic programming language that's used in a wide range of domains thanks to its simple yet powerful nature Although writing Python code is easy making it readable reusable and easy to maintain is challenging Complete with best practices useful tools and standards implemented by professional Python developers the third edition of Expert Python Programming will help you overcome this challenge The book will start by taking you through the new features in Python 3.7 You'll then learn the advanced components of Python syntax in addition to understanding how to apply concepts of various programming paradigms including object oriented programming functional programming and event driven programming This book will also guide you through learning the best naming practices writing your own distributable Python packages and getting up to speed with automated ways of deploying your software on remote servers You'll discover how to create useful Python extensions with C/Cython and CFFI Furthermore studying about code management tools writing clear documentation and exploring test driven development will help you write clean code By the end of the book you will have become an expert in writing efficient and maintainable Python code What you will learn Explore modern ways of setting up repeatable and consistent development environments Package Python code effectively for community and production use Learn modern syntax elements of Python programming such as f strings enums and lambda functions Demystify metaprogramming in Python with metaclasses Write concurrent code in Python Extend Python with code written in different languages Integrate Python with code written in different languages Who this book is for This book will appeal to you if you're a programmer looking to take your Python knowledge to the next level by writing efficient code and learning the latest features of version 3.7 and above

Learn Web Development with Python Fabrizio Romano, Gaston C. Hillar, Arun Ravindran, 2018-12-21 A comprehensive guide to Python programming for web development

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frontend JavaScript application in the same binary The application will have end to end atomic testing and a deployment pipeline By the end of this book you ll fully understand the significance of Rust for web development You ll also have the confidence to build robust functional and scalable Rust web applications from scratch What you will learn Build scalable Rust web applications as monoliths or microservices Develop a deeper understanding of async Rust Get to grips with Rust language features such as traits and the borrow checker Manage authentication and databases in Rust web apps Build app infrastructure on AWS using Terraform Learn how to package and deploy Rust servers Build unit tests and end to end tests for your Rust web apps with Python Who this book is for This book is for web developers who are looking to learn or adopt Rust to build safe and performant web applications This includes developers familiar with languages such as Python Ruby and JavaScript You don t need any prior experience in Rust to start this book However you ll need a solid understanding of web development principles along with basic knowledge of HTML CSS and JavaScript to get the most out of it

Internet of Things Programming Projects Colin Dow,2018-10-31 A practical project based guide to help you build and control your IoT projects Key Features Leverage the full potential of IoT with the combination of Raspberry Pi 3 and Python Build complex Python based applications with IoT Work on various IoT projects and understand the basics of electronics Book DescriptionThe Internet of Things IOT has managed to attract the attention of researchers and tech enthusiasts since it powerfully combines classical networks with instruments and devices In Internet of Things Programming Projects we unleash the power of Raspberry Pi and Python to create engaging projects In the first part of the book you ll be introduced to the Raspberry Pi learn how to set it up and then jump right into Python programming Then you ll dive into real world computing by creating a Hello World app using flash LEDs As you make your way through the chapters you ll go back to an age when analog needle meters ruled the world of data display You ll learn to retrieve weather data from a web service and display it on an analog needle meter and build a home security system using the Raspberry Pi The next project has a modern twist where we employ the Raspberry Pi to send a signal to a web service that will send you a text when someone is at the door In the final project you take what you ve learned from the previous two projects and create an IoT robot car that you can use to monitor what your pets are up to when you are away By the end of this book you will be well versed in almost every possible way to make your IoT projects stand out What you will learn Install and set up a Raspberry Pi for IoT development Learn how to use a servo motor as an analog needle meter to read data Build a home security dashboard using an infrared motion detector Communicate with a web service that sends you a message when the doorbell rings Receive data and display it with an actuator connected to the Raspberry Pi Build an IoT robot car that is controlled through the internet Who this book is for Internet of Things Programming Projects is for Python developers and programmers who are interested in building their own IoT applications and IoT based projects It is also targeted at IoT programmers and developers who are looking to build exciting projects with Python

Python Web Programming Steve Holden,David M. Beazley,2002 A Python community leader

teaches professionals how to integrate web applications with Python **Web Programming** George Kuriakose Thiruvathukal, John P. Shafae, Thomas W. Christopher, 2002 This book is aimed at the practicing programmer seeking to use Python and Linux to rapidly develop web and enterprise services Will be especially important to those involved in e-commerce programming MicroPython for the Internet of Things Charles Bell, 2017-11-24 Quickly learn to program for microcontrollers and IoT devices without a lot of study and expense MicroPython and controllers that support it eliminate the need for programming in a C like language making the creation of IoT applications and devices easier and more accessible than ever MicroPython for the Internet of Things is ideal for readers new to electronics and the world of IoT Specific examples are provided covering a range of supported devices sensors and MicroPython boards such as Pycom's WiPy modules and MicroPython's pyboard Never has programming for microcontrollers been easier The book takes a practical and hands on approach without a lot of detours into the depths of theory The book Shows a faster and easier way to program microcontrollers and IoT devices Teaches MicroPython a variant of one of the most widely used scripting languages Is friendly and accessible to those new to electronics with fun example projects What You'll Learn Program in MicroPython Understand sensors and basic electronics Develop your own IoT projects Build applications for popular boards such as WiPy and pyboard Load MicroPython on the ESP8266 and similar boards Interface with hardware breakout boards Connect hardware to software through MicroPython Explore the easy to use Adafruit IO connecting your microcontroller to the cloud Who This Book Is For Anyone interested in building IoT solutions without the heavy burden of programming in C or C++ The book also appeals to those wanting an easier way to work with hardware than is provided by the Arduino and the Raspberry Pi platforms Five-Layer Intelligence of the Machine Brain Wen-Feng Wang, Xi Chen, Tuozhong Yao, 2022-03-15 This book intends to report the new results of the efforts on the study of Layered Intelligence of the Machine Brain LIMB The book collects novel research ideas in LIMB and summarizes the current machine intelligence level as five layer intelligence environments sensing active learning cognitive computing intelligent decision making and automatized execution The book is likely to be of interest to university researchers R D engineers and graduate students in computer science and electronics who wish to learn the core principles methods algorithms and applications of LIMB UNIX Developer, 1997 *Learning GNU Emacs* Debra Cameron, Bill Rosenblatt, Eric S. Raymond, 1996 Describes all of the new features of GNU Emacs 19.30 including fonts and colors pull down menus scrollbars enhanced X Window System support and correct bindings for most standard keys Gnus a Usenet newsreader and ange-ftp mode a transparent interface to the file transfer protocol are also described **Python Cookbook** Alex Martelli, Anna Ravenscroft, David Ascher, 2005-03-18 Portable powerful and a breeze to use Python is the popular open source object oriented programming language used for both standalone programs and scripting applications It is now being used by an increasing number of major organizations including NASA and Google Updated for Python 2.4 The Python Cookbook 2nd Edition offers a wealth of useful code for all Python programmers not just

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