

# Python By Mike Mcgrath

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Python in easy steps Mike McGrath 2013-07-25 Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colourized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

*Coding for Kids in easy steps* Mike McGrath 2019-02-18 Coding for Kids in easy steps shows how to: · create web pages using HTML (HyperText Markup Language) · add style to web pages using CSS (Cascading Style Sheets) · make interactive web pages using JavaScript programming Coding for Kids in easy steps has an easy-to-follow style that demonstrates coding for web pages in clear examples. It begins by explaining how to make and test a basic web page, then demonstrates how to add text, pictures, links, tables, lists, and buttons to a web page. Next, the reader learns how to specify content color, font, position, and visibility. The book then shows how to add functionality so that web pages can react to user actions. The final chapter brings everything together with a step-by-step example that builds a fun web page containing an interactive game for PC, tablet, or smartphone. Coding for Kids in easy steps assumes the reader has no previous coding experience so is ideal for the newcomer to HTML, CSS, and JavaScript technologies. Get the FREE downloadable sample code to easily check and correct your own code. Table of Contents: Get started with web pages Create web page content Make lists and tables React to clicks Get started with style sheets Get started with scripts Build blocks of code Use built-in functions Grab web page objects Put it all together

HTML5 Pocket Reference Jennifer Robbins 2013-07-19 Annotation Need help finding the right HTML5 element or attribute for your web page or application? HTML5 Pocket Reference is the classic reference that web designers and developers have been keeping close at hand for more than thirteen years. This fifth edition has been updated to reflect the current state of HTML5, including the HTML5 Candidate Recommendation, the emerging HTML5.1 Working Draft, and the living WHATWG standard. Features include: An alphabetical listing of every element and attribute in HTML5, HTML5.1, and the WHATWG living standard Descriptions, markup examples, content categories, content models, and start- and end-tag requirements for every element At-a-glance notes indicating the differences between the HTML5 specifications and HTML 4.01 Useful charts of special characters An overview of HTML5 APIs If you're an experienced web designer or developer who needs a quick resource for working with established web standards, this handy book is indispensable.

*Python for Kids* Jason Briggs 2012-12-12 Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and

boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –Organize and reuse your code with functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

**Raspberry Pi 3 in easy steps** Mike McGrath 2016-05-27 The Raspberry Pi is an inexpensive programmable credit-card sized computer that plugs into your TV and a keyboard. It can be used for many of the things that your PC does, like spreadsheets, word-processing and playing games, but its real purpose is to inspire children (and adults) to learn how to program. Over five million Raspberry Pis have been sold worldwide, so far! Raspberry Pi 3 in easy steps starts with the basic components you'll need, setting up the system and logging into the console. Then, in easy steps, it introduces you to the Raspbian operating system that is optimized for the Raspberry Pi. You'll learn how to customize the look and feel of your system, how to navigate the file system, and how to use the powerful system 'shell' to make things happen for you. The new GPIO interface is fully described, and the new NOOBS installer is also described for setup. Raspberry Pi 3 in easy steps enables complete beginners to create their very own computer programs with the Scratch visual programming environment. It also instructs programming in the high-level (human-readable) Python programming language, which is processed by the Python 'interpreter' to produce results fast. Examples demonstrate how to use the included Python 'pygame' module, to make your own games, and how to use the included 'Tkinter' module to create graphical windowed apps. Raspberry Pi 3 in easy steps also illustrates how to control electrical input and output on the Raspberry Pi header from Python scripts, including lighting a lamp, adding more buttons and controlling projects. With the knowledge gained from this book the reader can confidently advance to any future electronic Raspberry Pi project or other explore other programming environments. Covers the latest versions of Python.

***C++ Programming in Easy Steps*** Mike McGrath 2003-08-27 C++ Programming in easy steps instructs the reader how to program in C++ both on Windows platforms and on Unix-based platforms, such as Linux. It contains separate chapters on the major features of the C++ language. There are complete example programs that illustrate each aspect of C++. C++ Programming in easy steps begins by explaining how to download and install a free C++ compiler so that the reader can quickly begin to create their own executable programs by copying the book's examples. This book makes no assumption that the reader will have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds the reader's knowledge of C++. By the end of this book the reader will have gained a sound understanding of the C++ language and be able to write their own C++ programs and compile them into executable files that can be run on any compatible computer.· Introducing C ++· Storing Data· Performing Operations· Making Statements· Working with strings· Reading and writing files· Using Functions· Creating Classes and Objects· Pointing to Data· Referencing Data· Inheriting Features· Harnessing Polymorphism· Processing Macros· Handling Exceptions· Moving On

***Programming the Raspberry Pi: Getting Started with Python*** Simon Monk 2012-11-23 Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and control external electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. Boot up and configure your Raspberry Pi Navigate files, folders, and menus Create Python programs using the IDLE editor Work with strings, lists, and functions Use and write your own libraries, modules, and classes

**Add Web features to your programs Develop interactive games with Pygame Interface with devices through the GPIO port Build a Raspberry Pi Robot and LED Clock Build professional-quality GUIs using Tkinter**

**CSS in Easy Steps Mike McGrath 2020-02-25** CSS in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin creating stylish web pages. It begins by explaining how Cascading Style Sheets (CSS) can determine the presentation of elements within HTML documents. Examples show how style sheet rules can control content position and appearance, and provide dynamic effects with animation, transformations, and transitions. You will also learn how to design responsive web pages that look great viewed on any device. Each chapter builds your knowledge of style sheets. By the end of this book you will have gained a sound understanding of CSS and be able to create your own exciting interactive web pages. CSS in easy steps, 4th edition contains examples that provide clear syntax-highlighted code showing how to selectively style elements of an HTML document and how to endow elements with interactive functionality, to illustrate each aspect of CSS. CSS in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin creating stylish web pages. It will appeal to programmers who want to quickly learn the latest style sheet techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development who need a thorough understanding of CSS. begins by explaining how Cascading Style Sheets (CSS) can determine the presentation of elements within HTML documents. Examples show how style sheet rules can control content position and appearance, and provide dynamic effects with animation, transformations, and transitions. You will also learn how to design responsive web pages that look great viewed on any device. Each chapter builds your knowledge of style sheets. By the end of this book you will have gained a sound understanding of CSS and be able to create your own exciting interactive web pages. CSS in easy steps, 4th edition contains examples that provide clear syntax-highlighted code showing how to selectively style elements of an HTML document and how to endow elements with interactive functionality, to illustrate each aspect of CSS. CSS in easy steps, 4th edition will appeal to programmers who want to quickly learn the latest style sheet techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development who need a thorough understanding of CSS.

**Coding for Beginners in easy steps Mike McGrath 2015-05-19** Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer.

**Python Mike McGrath 2014** Python is a freely available programming language that makes solving a computer problem almost as easy as writing out one's thoughts about the solution. This book covers everything the reader needs to know to start programming with Python. The easy-to-follow guide is the perfect companion for fast and productive learning and is written in a simple, jargon-free style with helpful graphics. Each chapter takes readers through Python's functions step-by-step, and every page is packed with visual guides so that what users see in the book is exactly the same as what appears on their screens. --

***XML in Easy Steps* Mike McGrath 2007** A guide to XML covers such topics as writing DTD schemas, using XML namespaces, writing XSL stylesheets, adding XPath expressions, producing SVG graphics, scripting the XML DOM, and deploying XML with Ajax.

***Python in easy steps, 2nd Edition* Mike McGrath 2018-07-17** Python in easy steps, 2nd edition instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colorized source code. Python in easy steps, 2nd edition begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps, 2nd edition makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. The Python 3.x language is under active development so frequent new releases are made available as small improvements are added to the language and Python in easy steps, 2nd edition features the very latest versions of Python at the time of publication. Python development is one of evolution, rather than revolution, so the examples provided in the book can be used in subsequent releases – simply download the latest version of Python then follow the easy steps. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps and Raspberry Pi 3 in easy steps. This second edition is updated to cover Python 3.10.

***Hacking With Python* Steve Tale 2017-01-05** Hacking with Python: The Ultimate Beginners Guide This book will show you how to use Python, create your own hacking tools, and make the most out of available resources that are made using this programming language. If you do not have experience in programming, don't worry - this book will show guide you through understanding the basic concepts of programming and navigating Python codes. This book will also serve as your guide in understanding common hacking methodologies and in learning how different hackers use them for exploiting vulnerabilities or improving security. You will also be able to create your own hacking scripts using Python, use modules and libraries that are available from third-party sources, and learn how to tweak existing hacking scripts to address your own computing needs. Order your copy now!

***SQL in easy steps, 4th edition* Mike McGrath 2020-07-06** SQL (Structured Query Language) is THE standard language used world-wide for database communication on all popular database software. It allows the storage and manipulation of data both on Windows platforms and on Unix-based platforms, such as Linux. SQL in easy steps, 4th edition begins by explaining how to download and install the free MySQL database server on both Windows and Linux platforms. This allows you to establish an environment in which to develop and administer your own databases. This book makes no assumption that you will have previous knowledge of any programming or scripting language so it's ideal for the newcomer to SQL. Each chapter builds your knowledge of executing database queries. The book contains exciting chapters on how to selectively extract data from within one, or more, databases and there are complete examples that illustrate each aspect of SQL. By the end of this book you will have gained a sound understanding of the Structured Query Language and be able to write your own SQL scripts to insert, extract, and manipulate data. SQL in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin using databases. It is suitable for those with little or no experience of SQL. This book will appeal to all who need a fundamental understanding of database administration with SQL: · Web developers wanting to add database interaction to their web sites · Programmers wanting to add SQL to their skills set · Hobbyists who want to begin creating SQL scripts for upload to their own ISP · Students or those seeking a career in computing. Free, downloadable source code is available from our website so you can check the code against your own work, and get started straight away!

***JavaScript in easy steps, 6th edition* Mike McGrath 2020-02-27** JavaScript in easy steps, 6th edition instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps,

6th edition begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and elements of web pages via the Document Object Model (DOM). You will learn how JavaScript is used with HTML submission forms and how JavaScript Object Notation (JSON) is used for asynchronous browser-server communication. The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps, 6th edition has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. Fully updated since the previous edition, which was published in 2013. Table of Contents: 1. Get Started in JavaScript 2. Perform Useful Operations 3. Manage the Script Flow 4. Use Script Objects 5. Control Numbers and Strings 6. Address the Window Object 7. Interact with the Document 8. Create Web Applications 9. Produce Script Magic

*PHP & MySQL in easy steps* Mike McGrath 2012-08-24 PHP and MySQL in easy steps will teach the user to write PHP server-side scripts and how to make MySQL database queries. It has an easy-to-follow style that will appeal to: anyone who wants to begin producing data-driven web pages. web developers wanting to add database interaction to their web sites. the programmer who quickly wants to add PHP and MySQL to their skills set. the hobbyist who wants to begin creating scripts for upload to their own ISP. the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP and MySQL. PHP & MySQL in easy steps demonstrates by example how to produce data-driven web pages using the powerful PHP scripting language and the popular free MySQL database server. The book examples provide clear syntax-highlighted code showing how to selectively insert and extract data from databases for presentation on your web browser. PHP & MySQL in easy steps begins by explaining how to install a free web server, the PHP interpreter, and MySQL database server, to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to create an E-Commerce Shopping Cart. This book assumes you have no previous experience of any programming or scripting language so is ideal for the newcomer to PHP and MySQL technologies.

*jQuery in easy steps* Mike McGrath 2012-02-11 jQuery in easy steps instructs you how to script dynamic web pages using the popular jQuery JavaScript library, giving complete examples that illustrate each aspect with colourized source code. jQuery in easy steps begins by explaining how to incorporate the free jQuery library so you can quickly create interactive web page features by copying the book's examples. It demonstrates how to easily select elements of the web page for manipulation and how to simply produce dynamic responses to user events. Examples illustrate various exciting animation effects and how to employ the power of AJAX to load external data without refreshing the entire web page. The book concludes by demonstrating how you can use your acquired knowledge to create your very own distributable plugins for the jQuery library. jQuery in easy steps assumes you will already have some basic knowledge of HTML, CSS, and JavaScript and are now ready to embrace the jQuery philosophy of "write less - do more" to enhance your web pages. It has an easy-to-follow style that will appeal to web developers who want to quickly learn the latest dynamic techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development that need a thorough understanding of jQuery.

*Python Programming for the Absolute Beginner: CD-ROM* Michael Dawson 2006

*CSS3 in Easy Steps* Mike McGrath 2013-01-31 A guide to enhancing websites using cascading style sheets explains how style sheets determine the presentation of HTML documents, providing examples designed to control the appearance of text, content boxes, tables, and other page elements.

*Python For Dummies* Stef Maruch 2011-05-09 Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This generalpurpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. Python For Dummies is the quick-and-easy guide to getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python user in no time. This guide gives

you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create, extend, and override classes Access the Internet to enhance your library Understand the new features of Python 2.5 Packed with critical idioms and great resources to maximize your productivity, Python For Dummies is the ultimate one-stop information guide. In a matter of minutes you'll be familiar with Python's building blocks, strings, dictionaries, and sets; and be on your way to writing the program that you've dreamed about!

**HTML5 in easy steps, 2nd Edition Mike McGrath 2017-02-06**

**Python in Easy Steps Mike McGrath 2013** Full-color visual guides, with plenty of screen grabs for ease of reference, cover business and professional skills and all areas of computing. Original.

**Python All-in-One For Dummies John C. Shovic 2021-03-29** The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

***Building Android Apps* Mike McGrath 2012** Provides information on using App Inventor to build and deploy applications for Android devices.

**Introducing Python Bill Lubanovic 2019-11-06** Easy to understand and fun to read, this updated edition of Introducing Python is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

**Black Hat Python Justin Seitz 2014-12-21** When it comes to creating powerful and effective hacking tools, Python is the language of choice for most security analysts. But just how does the magic happen? In Black Hat Python, the latest from Justin Seitz (author of the best-selling Gray Hat Python), you'll explore the darker side of Python's capabilities—writing network sniffers, manipulating packets, infecting virtual machines, creating stealthy trojans, and more. You'll learn how to: –Create a trojan command-and-control using GitHub –Detect sandboxing and automate common malware tasks, like keylogging and screenshotting –Escalate Windows privileges with creative process control –Use offensive memory forensics tricks to retrieve password hashes and inject shellcode into a virtual machine –Extend the popular Burp Suite web-hacking tool –Abuse Windows COM automation to perform a man-in-the-browser attack –Exfiltrate data from a network most sneakily Insider techniques and creative challenges throughout show you how to extend the hacks and how to write your own exploits. When it comes to offensive security, your ability to create powerful tools on the fly is indispensable. Learn how in Black Hat Python. Uses Python 2

**Machine Learning with Python for Everyone Mark Fenner 2019-07-30** The Complete Beginner's Guide to Understanding and Building Machine Learning Systems with Python Machine Learning with Python for Everyone will help you master the processes, patterns, and strategies you need to build effective learning

systems, even if you're an absolute beginner. If you can write some Python code, this book is for you, no matter how little college-level math you know. Principal instructor Mark E. Fenner relies on plain-English stories, pictures, and Python examples to communicate the ideas of machine learning. Mark begins by discussing machine learning and what it can do; introducing key mathematical and computational topics in an approachable manner; and walking you through the first steps in building, training, and evaluating learning systems. Step by step, you'll fill out the components of a practical learning system, broaden your toolbox, and explore some of the field's most sophisticated and exciting techniques. Whether you're a student, analyst, scientist, or hobbyist, this guide's insights will be applicable to every learning system you ever build or use. Understand machine learning algorithms, models, and core machine learning concepts Classify examples with classifiers, and quantify examples with regressors Realistically assess performance of machine learning systems Use feature engineering to smooth rough data into useful forms Chain multiple components into one system and tune its performance Apply machine learning techniques to images and text Connect the core concepts to neural networks and graphical models Leverage the Python scikit-learn library and other powerful tools Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

**Beginning Rust Programming Ric Messier 2021-03-09** This is not your typical programming book! Jump right in with interesting, useful programs, some of which are drawn from classic computer science problems as a way of talking about the programming constructs in the language rather than explaining everything in a dry, theoretical manner that doesn't translate well to implementation. Rust programming has been the "most loved programming language" in the Stack Overflow Developer Survey every year since 2016! Learn why programmers are using Rust due to its performance and efficiency, without the errors and crashes that a programmer would find in common languages such as C and C++. Built around solving real problems, this book will help introduce you to computer science problems that can be built upon to create solutions for other problems. **LEARN BY DOING:** This book will focus on a practical approach to learning Rust. You will learn all of the language fundamentals through the use of programming examples that do interesting things! All of the programs covered will be based on a computer science problem or other interesting problems that can be used as a foundation for demonstrating language syntax, data types and structures, and other features or techniques for developing programs.

**Excel VBA in Easy Steps Mike McGrath 2019-02-28** This book will help the reader gain a sound understanding of Visual Basic for Applications and be able to write their own VBA programs that can be executed in the Microsoft Excel Office application. No previous knowledge of any programming language is needed, so it's ideal for the newcomer to computer programming.

**C# Programming in easy steps, 2nd edition Mike McGrath 2020-05-04** C# Programming in easy steps, 2nd edition will teach you to code applications, and demonstrates every aspect of the C# language you will need to produce professional programming results. Its examples provide clear syntax-highlighted code showing C# language basics including variables, arrays, logic, looping, methods, and classes. C# Programming in easy steps, 2nd edition begins by explaining how to install the free Visual Studio Community Edition, to create an environment in which you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the C# language basics before moving on to provide examples of Object Oriented Programming. The book concludes by demonstrating how you can use your acquired knowledge to create graphic programs for traditional PC Desktop apps, and also as Universal apps for multiple devices. C# Programming in easy steps, 2nd edition has an easy-to-follow style that will appeal to: · Anyone who wants to begin programming in C# · The programmer who quickly wants to add C# to their skills set · The hobbyist who wants to begin creating apps for their own computer · The student, and to those seeking a career in computing, who need a fundamental understanding of C# programming Updated for Visual Studio 2019 Table of contents: 1. Getting started 2. Storing values 3. Performing operations 4. Making statements 5. Devising methods 6. Handling strings 7. Accessing files 8. Solving problems 9. Creating objects 10. Controlling events 11. Building an application 12. Targeting devices

**Html in Easy Steps Mike McGrath 2003-09-30**

**Learning Python Mark Lutz 2013-06-12** Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete

with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

**Access 2016 in easy steps** Mike McGrath 2017-10-16 Access 2016 in easy steps neatly demonstrates the important functions of Access 2016 in a clear and concise manner, so you can get going quickly with this popular database application. Areas covered include: Optimizing database design Creating Tables to store data in formatted fields Using handy templates to give you a head start Defining relationships between data Importing and exporting of data Making queries to extract specific data Producing Forms for data entry Constructing Reports for data presentation Sharing your database to impress your colleagues! Whether you're upgrading to Access 2016 or new to the database concept, use this guide to learn the key features constructively and get more out of Access 2016 – in easy steps! Contents Getting started Designing databases Creating Tables Defining relationships Handling data Querying databases Issuing SQL commands Producing Forms Fine-tuning Forms Constructing Reports Sharing Access **PHP and MySQL for Dynamic Web Sites** Larry Edward Ullman 2003 Explains how to access and create MySQL databases through PHP scripting, including discussion of authentication, network connectivity, sessions, and content management.

**C Programming In Easy Steps** Mike McGrath 2002-12-04 C Programming in easy steps instructs the reader how to program in C both on Unix-based platforms, such as Linux, and on Windows platforms. Linux users should already have the GNU C compiler on their system but the book explains how to download and install the GNU C compiler for Windows users. It contains separate chapters on each major feature of the C language, with examples, and a reference section describing the standard C header class functions. By the end of the book the reader will have gained a sound understanding of the C language and be able to write their own C programs and compile them into executable files that can be run on any compatible PC.

**Javascript In Easy Steps** 2003-08-27 JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications(RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX).- Introducing JavaScript · Performing Operations · Making Statements · Using arrays · Date and Time · Doing Mathematics · Addressing Page Objects · Window Properties · Document Properties· Form Properties · Event Handler· JavaScript in DHTML· JavaScript in e-commerce

**GO Programming in easy steps** Mike McGrath 2020-11-13 GO Programming in easy steps has an easy-to-follow style that will appeal to anyone who wants to begin coding computer programs with Google's Go programming language. The code in the listed steps within the book is color-coded making it easier for beginners to grasp. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer. GO Programming in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program is executed. GO Programming in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object-oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs. Table of Contents 1. Get Started 2. Store Values 3. Perform Operations 4. Control Flow 5. Produce Functions 6. Build

Structures 7. Create Arrays 8. Harness Time 9. Manage Data 10. Handle Input 11. Employ Concurrency 12. Request Responses

**PYTHON IN EASY STEPS. MIKE. MCGRATH 2018**

*Head First Python* Paul Barry 2010-11-22 A guide to the programming language describes how to build Python-enabled Web servers and applications, write mobile apps on the Android platform, develop sophisticated games, build GUI-based programs, and write Python scripts to automate tasks.

*Beginning Programming with Python For Dummies* John Paul Mueller 2018-02-13 The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, *Beginning Programming with Python For Dummies* is a helpful resource that will set you up for success.