Modern Tkinter For Busy Python Developers Quickly Learn To Create Great Looking Interfaces For Windows Mac And Linux Using Pythons Standard Gui Toolkit

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Python GUI Programming with Tkinter - Alan D. Moore 2018-05-15
Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit Key Features Explore Tkinter's powerful features to easily design and customize your GUI application Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn Implement the tools provided by Tkinter to design beautiful GUIs Discover cross-platform development through minor customizations in your existing application Visualize graphs in real time as data comes in using Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regressions when updating code Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.

Creating a Total Rewards Strategy - Todd M Manas 2003
A comprehensive book and CD-ROM package that shows how nonfinancial rewards can be quantified!

Python Data Science Handbook - Jake VanderPlas 2016-11-21
For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Python GUI Programming with PyQt - Nathan Metzler 2019-12-24
Master the programming skills you need to build a solid foundation in Python programming and learn how to build awesome GUI applications with PyQt! Have you always wanted to get into programming, but have difficulty deciding which language to commit to as your first language or don't feel smart enough? Do you want to learn how to design intuitive user interfaces? If you answered yes to any of the questions above, then Python is the programming language you need to adopt. Python is an extremely versatile language and is found everywhere in the tech industry. From web development to data science and machine learning, Python doesn't seem to be going anywhere and will be around for a long time. It is also relatively easier to learn and has more support, making it perfect for beginners. In this guide, you're going learn how to master the basics of Python, from the essentials of Python to creating your own user interfaces, this guide has everything you need to build basic applications using Python and is the perfect introductory guide. In Python GUI Programming with PyQt, you're going to learn: Everything you need to know about the Python programming language to get started on the right foot Step-by-step instructions to install Python on your machine of choice How to execute Python scripts on Windows, Linux, and macOS How to write and run your very first Python program All you need to know about Python syntax-from keywords and statements to comments A crash guide to Python data types-from numbers and strings to lists and tuples How to accept user inputs from other people using your script in your Python program How to convert Python data from one type to another Controlling program flow with decision-making constructs and control structures and statements How to build your very first GUI application in Python with PyQt ...and tons more! Whether you're a complete programming novice and have never written a line of code before, or you're a seasoned programmer looking to add Python to skillset and take your programming chops to the next level, this book has everything you need to build a solid foundation in Python and start writing useful programs and designing simple user interfaces right out the gate. Scroll to the top of the page and click the "Buy Now" button to get started today!

Python Basics - Dan Bader 2021-03-16
Make the Leap From Beginner to Intermediate in Python... Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects What should you learn about Python in the beginning to get a strong foundation? With Python Basics, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with Python, fast! Who Should Read This Book If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift the numerous exercises within each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that

interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed through hours of boring screencasts. I gave up on countless crufty books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista

Python and Tkinter Programming - John Grayson 1999-03-01
This book includes full documentation for Tkinter, and also offers extensive examples for many real-world Python/Tkinter applications that will give programmers a quick start on their own projects.

Introduction to Python Programming for Business and Social Science Applications - Frederick Kaefer 2020-08-06
Would you like to gather big datasets, analyze them, and visualize the results, all in one program? If this describes you, then Introduction to Python Programming for Business and Social Science Applications is the book for you. Authors Frederick Kaefer and Paul Kaefer walk you through each step of the Python package installation and analysis process, with frequent exercises throughout so you can immediately try out the functions you've learned. Written in straightforward language for those with no programming background, this book will teach you how to use Python for your research and data analysis. Instead of teaching you the principles and practices of programming as a whole, this application-oriented text focuses on only what you need to know to research and answer social science questions. The text features two types of examples, one set from the General Social Survey and one set from a large taxi trip dataset from a major metropolitan area, to help readers understand the possibilities of working with Python. Chapters on installing and working within a programming environment, basic skills, and necessary commands will get you up and running quickly, while chapters on programming logic, data input and output, and data frames help you establish the basic framework for conducting analyses. Further chapters on web scraping, statistical analysis, machine learning, and data visualization help you apply your skills to your research. More advanced information on developing graphical user interfaces (GUIs) help you create functional data products using Python to inform general users of data who don't work within Python. First there was IBM® SPSS®, then there was R, and now there's Python. Statistical software is getting more aggressive - let authors Frederick Kaefer and Paul Kaefer help you tame it with Introduction to Python Programming for Business and Social Science Applications.

Fluent Python - Luciano Ramalho 2015-07-30
Python's simplicity lets you become 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 Python programmers will thoroughly learn how to become

proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

F4F Wildcat vs A6M Zero-sen - Edward M. Young 2013-08-20
The Grumman F4F Wildcat and the Mitsubishi A6M Zero-sen were contemporaries, although designed to very different requirements. The Wildcat, ruggedly built to survive the rigors of carrier operations, was the best carrier fighter the US Navy had available when the USA entered World War II, and it remained the principal fighter for the US Navy and the US Marine Corps until 1942–43. With a speed greater than 300mph, exceptional manoeuvrability, long range, and an impressive armament the slick Zero-sen could out-perform any Allied fighter in 1941–42. The battles between the Wildcat and the Zero-sen during 1942 represent a classic duel in which pilots flying a nominally inferior fighter successfully developed air-combat tactics that negated the strengths of their opponent.

Python GUI Programming Cookbook - Burkhard Meier 2019-10-11
Over 90 recipes to help you develop widgets, forms, layouts, charts, and much more using the latest features of Python 3 Key Features Use object-oriented programming to develop impressive GUIs in Python Create interesting charts to visually represent data using Matplotlib Develop GUIs with the latest versions of tkinter, PyQt5, and wxPython frameworks Book Description Python is a multi-domain, interpreted programming language that is easy to learn and implement. With its wide support for frameworks to develop GUIs, you can build interactive and beautiful GUI-based applications easily using Python. This third edition of Python GUI Programming Cookbook follows a task-based approach to help you create effective GUIs with the smallest amount of code. Every recipe in this book builds upon the last to create an entire, real-life GUI application. These recipes also help you solve problems that you might encounter while developing GUIs. This book mainly focuses on using Python's built-in tkinter GUI framework. You'll learn how to create GUIs in Python using simple programming styles and object-oriented programming (OOP). As you add more widgets and expand your GUI, you will learn how to connect to networks, databases, and graphical libraries that greatly enhance the functionality of your GUI. You'll also learn how to use threading to ensure that your GUI doesn't become unresponsive. Toward the end, you'll learn about the versatile PyQt GUI framework, which comes along with its own visual editor that allows you to design GUIs using drag and drop features. By the end of the book, you'll be an expert in designing Python GUIs and be able to develop a variety of GUI applications with ease. What you will learn Create amazing GUIs with Python's built-in tkinter module Customize GUIs using layout managers to arrange GUI widgets Advance from the typical waterfall coding style to an OOP style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make GUIs responsive Discover ways to connect GUIs to a MySQL database Understand how unit tests can be created and internationalize GUI Delve into the world of GUI creation using PyQt5 Who this book is for If you're a programmer or developer looking to enhance your Python skills by writing powerful GUI applications, this book is for you. Familiarity with the Python programming language is necessary to get the most out of the book.

Interactive Dashboards and Data Apps with Plotly and Dash - Elias Dabbas 2021-05-21
Build web-based, mobile-friendly analytic apps and interactive dashboards with Python Key FeaturesDevelop data apps and dashboards without any knowledge of JavaScriptMap different types of data such as integers, floats, and dates to bar charts, scatter plots, and moreCreate controls and visual elements with multiple inputs and outputs and add functionality to the app as per your requirementsBook Description Plotly's Dash framework is a life-saver for Python developers who want to develop complete data apps and interactive dashboards without JavaScript, but you'll need to have the right guide to make sure you're getting the most of it. With the help of this book, you'll be able to explore the functionalities of Dash for visualizing data in different ways. Interactive Dashboards and Data Apps with Plotly and Dash will first give

you an overview of the Dash ecosystem, its main packages, and the third-party packages crucial for structuring and building different parts of your apps. You'll learn how to create a basic Dash app and add different features to it. Next, you'll integrate controls such as dropdowns, checkboxes, sliders, date pickers, and more in the app and then link them to charts and other outputs. Depending on the data you are visualizing, you'll also add several types of charts, including scatter plots, line plots, bar charts, histograms, and maps, as well as explore the options available for customizing them. By the end of this book, you'll have developed the skills you need to create and deploy an interactive dashboard, handle complexities and code refactoring, and understand the process of improving your application. What you will learnFind out how to run a fully interactive and easy-to-use appConvert your charts to various formats including images and HTML filesUse Plotly Express and the grammar of graphics for easily mapping data to various visual attributesCreate different chart types, such as bar charts, scatter plots, histograms, maps, and moreExpand your app by creating dynamic pages that generate content based on URLsImplement new callbacks to manage charts based on URLs and vice versaWho this book is for This Plotly Dash book is for data professionals and data analysts who want to gain a better understanding of their data with the help of different visualizations and dashboards – and without having to use JS. Basic knowledge of the Python programming language and HTML will help you to grasp the concepts covered in this book more effectively, but it's not a prerequisite.

Beginning Software Engineering - Rod Stephens 2015-03-02
A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Learning Python Application Development - Ninad Sathaye 2016-09-07
Take Python beyond scripting to build robust, reusable, and efficient applications About This Book Get to grips with Python techniques that address commonly encountered problems in general application development. Develop, package, and deploy efficient applications in a fun way. All-practical coverage of the major areas of application development, including best practices, exception handling, testing, refactoring, design patterns, performance, and GUI application development. Who This Book Is For Do you know the basics of Python and object oriented programming? Do you want to go an extra mile and learn techniques to make your Python application robust, extensible, and efficient? Then this book is for you. What You Will Learn Build a robust application by handling exceptions. Modularize, package, and release the source distribution. Document the code and implement coding standards. Create automated tests to catch bugs in the early development stage. Identify and re-factor badly written code to improve application life. Detect recurring problems in the code and apply design patterns. Improve code efficiency by identifying performance bottlenecks and fixing them. Develop simple GUI applications using Python. In Detail Python is one of the most widely used dynamic programming languages, supported by a rich set of libraries and frameworks that enable rapid development. But fast paced development often comes with its own baggage that could bring down the quality, performance, and extensibility of an application. This book will show you ways to handle such problems and write better Python applications. From the basics of simple command-line applications, develop your skills all the way to designing efficient and advanced Python apps. Guided by a light-hearted fantasy learning theme, overcome the real-world problems of complex Python development with practical solutions. Beginning with a focus on

robustness, packaging, and releasing application code, you'll move on to focus on improving application lifetime by making code extensible, reusable, and readable. Get to grips with Python refactoring, design patterns and best practices. Techniques to identify the bottlenecks and improve performance are covered in a series of chapters devoted to performance, before closing with a look at developing Python GUIs. Style and approach The book uses a fantasy game theme as a medium to explain various topics. Specific aspects of application development are explained in different chapters. In each chapter the reader is presented with an interesting problem which is then tackled using hands-on examples with easy-to-follow instructions.

Python Crash Course - Eric Matthes 2015-11-01
Python Crash Course is a fast-paced, thorough introduction to Python that 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 about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders–inspired arcade game, data visualizations with Python's super-handy libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: –Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal –Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses –Work with data to generate interactive visualizations –Create and customize Web apps and deploy them safely online –Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Mastering GUI Programming with Python - Alan D. Moore 2019-05-24
An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key FeaturesGain comprehensive knowledge of Python GUI development using PyQt 5.12Explore advanced topics including multithreaded programming, 3D animation, and SQL databasesBuild cross-platform GUIs for Windows, macOS, Linux, and Raspberry PiBook Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available to teach Python programmers how to use it. This book aims to remedy the problem by providing comprehensive coverage of GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will then learn how to build forms using QWidgets and learn about important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learnGet to grips with the inner workings of PyQt5Learn how elements in a GUI application communicate with signals and slotsLearn techniques for styling an applicationExplore database-driven applications with the QtSQL moduleCreate 2D graphics with QPainterDelve into 3D graphics with QOpenGLWidgetBuild network and web-aware applications with QtNetwork and QtWebEngineWho this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

Modern Tkinter for Busy Python Developers - Mark Roseman 2020-10-08
Third Edition: thoroughly revised and expanded! Over 20% new material.

Updated for Python 3.9. Quickly learn the right way to build attractive and modern graphical user interfaces with Python and Tkinter. You know some Python. You want to create a user interface for your application. You don't want to waste time messing around with things you don't need. Enter Tkinter. It's built right into Python. Everything you need is included in the standard Python distributions. No extra downloads. Your Python and Tkinter scripts will work on Windows, Mac and Linux. Tkinter has a simple, clean, Pythonic API and takes care of much of the housekeeping needed in GUI programming. You can focus on what's unique in your application. One HUGE Problem. Tkinter has been around for a very long time. There's a lot of documentation, much of it created years ago. Nearly everything you'd find in that documentation still works today. But it's all wrong. Tkinter has a reputation for ugly and outdated user interfaces that don't fit in with modern systems. And if you follow the old documentation, that's exactly what you'll get. Because Tkinter has taken a quantum leap forward since all that documentation was written. There are new and better ways to build your user interface. Your program needs to be written differently to take advantage of that. Modern Tkinter shows you the right way to do it. You'll learn all the modern best practices. You'll build your user interface the right way the first time, without having to learn anything extra or irrelevant. It starts at the beginning, shows you what you need to know, and covers all the essential elements of building your modern user interface. This includes: all the standard GUI widgets attractively laying out your user interface managing menus, windows, and standard dialogs organizing more complex user interfaces Tkinter's powerhouse widgets: canvas and text customizing the look of your user interface making it all work on Mac, Windows, and Linux You may have been using older documentation, or are trying to update a Tkinter program written years ago. If so, you'll find warnings of what to avoid using, and how to replace it with a modern solution. There's even a full case study of modernizing the user interface of a seriously out-of-date Tkinter application you may be familiar with. Who this book is for This book is for everyday Python programmers looking to quickly create desktop user interfaces. You may be new to Tkinter, or want to bring your knowledge up to date. You don't need to be an expert on OOP, MVC architecture, multithreading or any other advanced topics. In fact, you're not going to see any of those things in this book. This book uses Python 3.9, but everything you learn will apply (with small tweaks) to any Python 3.x version. It won't help you if you're using Python 2.x. Let veteran software developer Mark Roseman show you the right way to build user interfaces with Python and Tkinter. He's been using and Tk (the technology behind Tkinter) since its early days and has shipped dozens of open source tools and commercial applications based on it. He's also the author of the multi-lingual TkDocs website, the de facto reference for building modern Tk user interfaces. This book brings together Python-specific information from that site and supports its further development.

PYTHON FOR DESKTOP APPLICATIONS - TRAN DUC LOI 2020-10-09
Chapter 1, Introduction shows you some fundamental concepts of Python such as pip, wheel, virtual environment, GIL, CLI and GUI, which tools we will use, how to set them up. Chapter 2, Create a File Downloader with TKInter introduces how to develop a Python file downloader application with simple GUI using TKInter library. This chapter also guides you how to pack your application using PyInstaller and make a setup using NSIS. Chapter 3, Create a Music Player with Kivy walks through how make a music player with Kivy. We will start with a very simple Kivy application then eventually build a more complex one. We also pack our music player up using PyInstaller. Chapter 4, Debugging shows you how to debug your applications if something wrong. Useful tips and handy DependencyWalker debug tool guide. In this chapter, you will also be introduced to cx_Freeze to build/freeze a wx_Python application.

Python3.3.4 Tkinter/Ttk Widgets and Sqlite3 - Herb Norbom 2014-08-20
Fantastic book for working with Python 3.3, Tkinter/Ttk and Sqlite3. Rich examples are provided that give the reader the knowledge to use the GUI features of Python. The book is directed at the GUI Tkinter/Ttk and the use of the Sqlite3 database. The Tkinker/Ttk widgets have the ability to use Style and Themes for greatly enhancing your programs visual qualities. With the map feature you can quickly tie your visual representation to the actions of the user. Each example has a discussion section that goes into some depth on the features. A complete Python source code of the example is provided. If you are just getting started with Python's GUI you will find answers to many of your questions. If you are advanced you will find this book to be great desktop reference. The examples are written in as simple as possible Python code so that the reader can grasp the concepts of the "widget" or process. If you want to get your feet wet with Sqlite3 this book is a great starting point. Examples are provided that get your database up and running quickly. You will be amazed at how rapidly you grasp the Sqlite3 process. Of course examples are provided that use Tkinter/Ttk and Sqlite3 together. With the many standard features available in Python enhanced with the GUI and database your programs will become quite sophisticated.

The Pragmatic Programmer - Andrew Hunt 1999-10-20
What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

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.

Tkinter GUI Application Development Cookbook - Alejandro Rodas de Paz 2018-03-30
Discover solutions to all your Tkinter and Python GUI development problems Key Features Integrate efficient Python GUI programming techniques with Tkinter Efficiently implement advanced MVC architectures in your Python GUI apps Solve all your problems related to Tkinter and Python GUI development Book Description As one of the more versatile programming languages, Python is well-known for its batteries-included philosophy, which includes a rich set of modules in its standard library; Tkinter is the library included for building desktop applications. Due to this, Tkinter is a common choice for rapid GUI development, and more complex applications can benefit from the full capabilities of this library. This book covers all of your Tkinter and Python GUI development problems and solutions. Tkinter GUI Application Development Cookbook starts with an overview of Tkinter classes and at the same time provides recipes for basic topics, such as layout patterns and event handling. Next, we cover how to develop common GUI patterns, such as entering and saving data, navigating through menus and dialogs, and performing long-running actions in the background.You can then make your apps leverage network resources effectively and perform graphical operations on a canvas and related tasks such as detecting collisions between items. Finally, this book covers using themed widgets, an extension of Tk widgets that have a more native look and feel. Finally, this book covers using the canvas and themed widgets. By the end of the book, you will have an in-depth knowledge of Tkinter classes, and will know how to use them to build efficient and rich GUI applications. What you will learn Add widgets and handle user events Lay out widgets within windows using frames and the different geometry managers Configure widgets so that they have a customized appearance and behavior Improve the navigation of your apps with menus and dialogs Apply object-oriented programming techniques in Tkinter applications Use threads to achieve responsiveness and update the GUI Explore the capabilities of the canvas widget and the types of items that can be added to it Extend Tkinter applications with the TTK (themed Tkinter) module Who this book is for This book is for Python developers who are familiar with the basics of the language syntax, data structures, and OOP. You do not need previous experience with Tkinter or other GUI development libraries.

The Hitchhiker's Guide to Python - Kenneth Reitz 2016-08-30
The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Create GUI Applications with Python & Qt5 (PySide2 Edition) - Martin Fitzpatrick 2020-06-26
Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and

custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

Python Programming with Design Patterns - James Cooper 2021-12-10
Learn how to write Python code that's more robust, efficient, maintainable, and elegant--whether you're new to the language or you've been coding for years. Python Programming with Design Patterns combines a clear, modern introduction to modern Python with visual, example-driven explanations of 23 proven patterns for writing outstanding object-oriented code. Through these patterns and examples, best-selling patterns author James W. Cooper introduces modern techniques for creating Python objects that interact effectively to make powerful, flexible programs. Cooper's wide-ranging coverage includes abstract classes, multiple inheritance, GUI programming and widgets, graphical classes, drawing and plotting, math libraries, database programming, Python decorators, images, threads, iterators, creating executable code from Python programs, and much more. He covers the use of six leading Python development environments, and provides complete downloadable code on Github for every example program. Throughout, Cooper's informal, visual presentation makes patterns easier than ever to understand and use--so you can confidently build large, complex programs that benefit from everything Python has to offer.

Python GUI Programming - A Complete Reference Guide - Alan D. Moore 2019-06-24
Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key FeaturesIntegrate stunning data visualizations using Tkinter Canvas and MatplotlibUnderstand the basics of 2D and 3D animation in GUI applicationsExplore PyQt's powerful features to easily design and customize your GUI applicationsBook Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. MooreQt5 Python GUI Programming Cookbook by B. M. HarwaniWhat you will learnVisualize graphs in real time with Tkinter's animation capabilitiesUse PostgreSQL authentication to ensure data security for your applicationWrite unit tests to avoid regression when updating codeHandle different signals generated on mouse clicks using QSpinBox and slidersEmploy network concepts, internet browsing, and Google Maps in UIUse graphics rendering to implement animations in your GUIWho this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQT and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

Creating GUI Applications with WxPython - Michael Driscoll 2019-04-25
Creating GUI Applications with wxPython is a book that will teach you how to use wxPython to create applications by actually creating several

mini-programs. I have found that while learning how the various widgets work in wxPython is valuable, it is even better to learn by creating a simple application that does something useful.In this book, you will be creating the following applications: - A simple image viewer- A database viewer- A database editor- Calculator- An Archiving application (tar)- PDF Merging application- XML Editor- File search utility- Simple FTP application- NASA Image downloaderAs you learn how to create these applications, you will also learn how wxPython works. You will go over how wxPython's event system works, how to use threads in wxPython, make use of sizers and much, much more

Step By Step Database Programming using Python GUI & MySQL - Hamzan Wadi

This book provides a practical explanation of database programming using Python GUI & MySQL. The discussion in this book is presented in step by step so that it will help readers understand each material and also will make it easier for the readers to follow all of the instructions. This book is very suitable for students, programmers, and anyone who want to learn database programming using Python GUI & MySQL from scratch. This book is divided into two parts: The first part of this book will discuss about the fundamentals of database programming using Python GUI & MySQL. This part will discuss in detail about how to setup your working environment and how to understand GUI programming using Python. This part will also discuss in detail about how to start your database programming using Python GUI & MySQL. This part will discuss in detail about the basic of database programming using Python GUI & MySQL. The second part of this book will discuss about how to build database application using Python GUI & MySQL. This part will discuss in detail about how to build Multiple Document Interface (MDI) database application through real project-based example. This part will discuss in detail about how to design and create database for Library Management System application, and how to create all forms for the application. The final objective of this book is that the readers are able to create real database application using Python GUI & MySQL. Here are the materials that you will learn in this book. PART I: THE FUNDAMENTAL OF DATABASE PROGRAMMING USING PYTHON GUI & MySQL CHAPTER 1: The discussion in this chapter will guide you in preparing what software are needed to start your database programming using Python GUI. This chapter will guide you to install all software including Python, MySQL, and Qt Designer. In addition, this chapter also will discuss about how to understand and use Qt Designer for user interface design, and how to create a GUI application using Python and Qt Designer. CHAPTER 2: The discussion in this chapter will guide you to start your database programming using Python GUI & MySQL. This chapter will discuss in detail about the basic of database programming using Python GUI & MySQL. The discussion in this chapter will talk about how to create and drop database, how to create and drop table, how to insert data into table, how to display data from table, how to update data in table, and how to delete data in table. All discussions in this chapter will give you deep understanding of database programming using Python GUI & MySQL. PART II: BUILDING DATABASE APPLICATION USING PYTHON GUI & MySQL, CASE STUDY: LIBRARY MANAGEMENT SYSTEM APPLICATION CHAPTER 3: The discussion in this chapter will guide you to design and create database for library management system application. This is the first step that must be taken to create database application using Python GUI & MySQL. This chapter will discuss in detail about how to design the Entity Relationship Diagram (ERD) for library management system application. The discussion in this chapter will also talk about how to create database and its tables based on the ERD design using MySQL server. CHAPTER 4: The discussion in this chapter will guide you to create main form and login form for the application. This chapter will discuss in detail about how to create these two forms. These forms are the first two forms that we will create in building library management system application. This chapter will also discuss about how to run the application. CHAPTER 5: The discussion in this chapter will guide you to create user accounts form and members form for Library Management System application. This chapter will discuss in detail about how to create these two forms. This chapter will also discuss about how to add these two forms as MDI sub windows of the main form. And the final discussion of this chapter will guide you to use the forms to manage user accounts and members data of Library Management System application. CHAPTER 6: The discussion in this chapter will guide you to create authors form, genres form, and books form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add books form as MDI sub

window of the main form. And the final discussion of this chapter will guide you to use the forms to manage authors, genres, and books data in Library Management System application. CHAPTER 7: The discussion in this chapter will guide you to create member search form, book search form, and loan transaction form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add loan transaction form as MDI sub window of the main form. And the final discussion of this chapter will guide you to use the forms to manage loan transactions in Library Management System application. CHAPTER 8: The discussion in this chapter will guide you to create members statistic form, books statistic form, and loan statistic form for Library Management System application. This chapter will discuss in detail about how to create these three forms. This chapter will also discuss about how to add all of the forms as MDI sub windows of the main form. And the final discussion of this chapter will guide you to use all of the forms to display the statistics in the library.

Introduction to Python Programming and Developing GUI Applications with PyQT - B. M. Harwani 2011
Covers the basics of Python programming, file handling, and GUI application development in PyQT.

Impractical Python Projects - Lee Vaughan 2018-11-27
Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palingrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

Building Web Apps with Python and Flask - Malhar Lathkar 2021-03-12
A practical guide for the rapid web application development with Flask KEY FEATURESÊ _ Expert-led coverage of core capabilities of Flask, key extensions and its implementation.Ê _ Explore the Werkzeug toolkit andÊ Jinja Template engine and see how FlaskÊ interacts with JavaScript and CSS. _ Detailed modules on building and deploying RESTful applications using Flask. Ê DESCRIPTIONÊ This book teaches the reader the complete workflow of developing web applications using Python and its most outperforming microframework, Flask. The book begins with getting you up to speed in developing a strong understanding of the web application development process and how Python is used in developing the applications. You will learn how to write your own first Flask-based web application in Python. You will learn about web gateway interfaces, including CGI and WSGI along with various tools like the Jinja 2 engine, Werkzeug toolkit, and Click toolkit.Ê You will learn and practice the core features of Flask such as URL routing, rendering, handling static assets of a web application, how to handle cookies and sessions, and other HTTP objects. Once you have developed a strong knowledge of Flask, you will now dive deeper into advanced topics that includes Flask extensions for working with relational and NoSQL databases, Flask_WTF, and Flask-Bootstrap. You will explore design patterns, various blueprints on how to build modular and scalable applications, and finally how to deploy the RESTful APIs successfully on your own. WHAT YOU WILL LEARNÊÊ _ Get to know everything about the core capabilities of Flask. _ Understand the basic building blocks of Flask. _ Get familiar with advanced features of Flask, including blueprints, Flask extensions, and database connectivity. _ Get ready to design your own Flask-based web applications and RESTful APIs. _ Learn to build modular and scalable

applications and how to deploy them successfully. WHO THIS BOOK IS FORÊÊÊ This book is ideal for Python enthusiasts, open source contributors, and web app developers who intend to add Python web technologies in their skillsets and startup companies. The understanding of the core Python language with intermediate level expertise is required and experience of working with SQL, HTML, CSS, and JavaScript is an added advantage. TABLE OF CONTENTS 1. Python for CGI 2. WSGI 3. Flask Fundamentals 4. URL Routing 5. Rendering Templates 6. Static Files 7. HTTP Objects 8. Using Databases 9. More Flask Extensions 10. Blueprints and Contexts 11. Web API with Flask 12. Deploying Flask Applications 13. Appendix

Python Projects - Laura Cassell 2014-12-04
A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

Python GUI Programming Cookbook - Burkhard A. Meier 2015-12-01
Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming

career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

Matplotlib for Python Developers - Sandro Tosi 2009-11-09
This is a practical, hands-on book, with a lot of code and images. It presents the real code that generates every image and describes almost every single line of it, so that you know exactly what's going on. Introductory, descriptive, and theoretical parts are mixed with examples, so that reading and understanding them is easy. All of the examples build gradually with code snippets, their explanations, and plot images where necessary with the complete code and output presented at the end. This book is essentially for Python developers who have a good knowledge of Python; no knowledge of Matplotlib is required. You will be creating 2D plots using Matplotlib in no time at all.

Generations in Conflict - Mark Roseman 2004-04-05
This is the first English-language collection of essays on modern German history with a generational theme. It analyzes the origins and impact of generation conflict from the eighteenth century to the 1960s student revolts. It adds to our understanding of generations as historical phenomena and elucidates why so often in modern German history generation conflict has overshadowed class conflict. It addresses the generational roots of National Socialism, and pays particular attention to gender and the development of East German society.

Python for Excel - Felix Zumstein 2021-03-04
While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of xlwings, a popular open source package for automating Excel with Python--shows experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot

Tkinter GUI Application Development Blueprints, Second Edition - Bhaskar Chaudhary 2018-03-20
Geometry Management, Event Handling, and more Key Features A Practical, guide to learn the application of Python and GUI programming with tkinter Create multiple cross-platform real-world projects by integrating host of third party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Book Description Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player, drawing application, piano tutor, chat application, screen saver, port scanner, and much more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database-driven programs, asyncio based programming and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. What you will learn -A Practical, guide to help you learn the application of Python and GUI programming with Tkinter - Create multiple, cross-platform, real-world projects by integrating a host of third-party libraries and tools - Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Who this book is for This book is for a beginner to intermediate-level Pythonists who want to build modern, cross-platform GUI applications with the amazingly powerful Tkinter. Prior knowledge of Tkinter is required.

Learn Oils Quickly - Hazel Soan 2016-03-14
A practical guide to learn painting in oils, with simple exercises and step-by-step demonstrations. Bestselling artist and writer Hazel Soan has

distilled her art teaching into the things that matter most and can be digested in a short period of time. Learning to paint is one of the life-long aspirations of many of us and the techniques of oil painting can be picked up faster than you think. And, as mistakes can be corrected much more easily in oils than any other painting medium, it is the ideal medium for beginners. In this concise book, Hazel Soan explains everything you need to know about oils in an accessible way. She advises on the materials you need (keeping things to a minimum), how to mix colours, basic brush techniques and how to use a palette knife. The subjects covered range from still life, flowers, animals, landscapes, figures and portraits. Filled with easy-to-follow exercises and demonstrations, this is a practical and helpful guide to learning to paint in oils very quickly.

Learn Web Development with Python - Fabrizio Romano 2018-12-21
A comprehensive guide to Python programming for web development using the most popular Python web framework - Django Key FeaturesLearn the fundamentals of programming with Python and building web appsBuild web applications from scratch with DjangoCreate real-world RESTful web services with the latest Django frameworkBook Description If you want to develop complete Python web apps with Django, this Learning Path is for you. It will walk you through Python programming techniques and guide you in implementing them when creating 4 professional Django projects, teaching you how to solve common problems and develop RESTful web services with Django and Python. You will learn how to build a blog application, a social image bookmarking website, an online shop, and an e-learning platform. Learn Web Development with Python will get you started with Python programming techniques, show you how to enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. Last but not least, you'll learn the best practices for creating real-world applications. By the end of this Learning Path, you will have a full understanding of how Django works and how to use it to build web applications from scratch. This Learning Path includes content from the following Packt products: Learn Python Programming by Fabrizio RomanoDjango RESTful Web Services by Gastón C. HillarDjango Design Patterns and Best Practices by Arun RavindranWhat you will learnExplore the fundamentals of Python programming with interactive projectsGrasp essential coding concepts along with the basics of data structures and control flowDevelop RESTful APIs from scratch with Django and the Django REST FrameworkCreate automated tests for RESTful web servicesDebug, test, and profile RESTful web services with Django and the Django REST FrameworkUse Django with other technologies such as Redis and CeleryWho this book is for If you have little experience in coding or Python and want to learn how to build full-fledged web apps, this Learning Path is for you. No prior experience with RESTful web services, Python, or Django is required, but basic Python programming experience is needed to understand the concepts covered.

Tkinter GUI Application Development Blueprints - Bhaskar Chaudhary 2015-11-30
Master GUI programming in Tkinter as you design, implement, and deliver ten real-world applications from start to finish About This Book Conceptualize and build state-of-art GUI applications with Tkinter Tackle the complexity of just about any size GUI application with a structured and scalable approach A project-based, practical guide to get hands-on into Tkinter GUI development Who This Book Is For Software developers, scientists, researchers, engineers, students, or programming hobbyists with basic familiarity in Python will find this book interesting and informative. People familiar with basic programming constructs in other programming language can also catch up with some brief reading on Python. No GUI programming experience is expected. What You Will Learn Get to know the basic concepts of GUI programming, such as

Tkinter top-level widgets, geometry management, event handling, using callbacks, custom styling, and dialogs Create apps that can be scaled in size or complexity without breaking down the core Write your own GUI framework for maximum code reuse Build apps using both procedural and OOP styles, understanding the strengths and limitations of both styles Learn to structure and build large GUI applications based on Model-View-Controller (MVC) architecture Build multithreaded and database-driven apps Create apps that leverage resources from the network Learn basics of 2D and 3D animation in GUI applications Develop apps that can persist application data with object serialization and tools such as configparser In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, media player, drawing application, chat application, screen saver, port scanner, and many more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database driven programs and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly depending upon the readers experience with Python.

Tkinter GUI Programming by Example - David Love 2018-04-25
Leverage the power of Python and its de facto GUI framework to build highly interactive interfaces Key Features The fundamentals of Python and GUI programming with Tkinter. Create multiple cross-platform projects by integrating a host of third-party libraries and tools. Build beautiful and highly-interactive user interfaces that target multiple devices. Book Description Tkinter is a modular, cross-platform application development toolkit for Python. When developing GUI-rich applications, the most important choices are which programming language(s) and which GUI framework to use. Python and Tkinter prove to be a great combination. This book will get you familiar with Tkinter by having you create fun and interactive projects. These projects have varying degrees of complexity. We'll start with a simple project, where you'll learn the fundamentals of GUI programming and the basics of working with a Tkinter application. After getting the basics right, we'll move on to creating a project of slightly increased complexity, such as a highly customizable Python editor. In the next project, we'll crank up the complexity level to create an instant messaging app. Toward the end, we'll discuss various ways of packaging our applications so that they can be shared and installed on other machines without the user having to learn how to install and run Python programs. What you will learn Create a scrollable frame via theCanvas widget Use the pack geometry manager andFrame widget to control layout Learn to choose a data structurefor a game Group Tkinter widgets, such asbuttons, canvases, and labels Create a highly customizablePython editor Design and lay out a chat window Who this book is for This book is for beginners to GUI programming who haven't used Tkinter yet and are eager to start building great-looking and user-friendly GUIs. Prior knowledge of Python programming is expected.