Swing For Jython Graphical Jython Ui And Scripts Development Using Java Swing And Websphere Application Server 1st Edition By Gibson Robert A 2014 Paperback

This is likewise one of the factors by obtaining the soft documents of this **Swing For Jython Graphical Jython Ui And Scripts Development Using Java Swing And Websphere Application Server 1st Edition By Gibson Robert A 2014 Paperback** by online. You might not require more mature to spend to go to the ebook launch as with ease as search for them. In some cases, you likewise reach not discover the declaration Swing For Jython Graphical Jython Ui And Scripts Development Using Java Swing And Websphere Application Server 1st Edition By Gibson Robert A 2014 Paperback that you are looking for. It will utterly squander the time.

However below, next you visit this web page, it will be so no question easy to get as without difficulty as download lead Swing For Jython Graphical Jython Ui And Scripts Development Using Java Swing And Websphere Application Server 1st Edition By Gibson Robert A 2014 Paperback

It will not take on many mature as we run by before. You can realize it while enactment something else at home and even in your workplace. for that reason easy! So, are you question? Just exercise just what we have enough money under as without difficulty as evaluation **Swing For Jython Graphical Jython Ui And Scripts Development Using Java Swing And Websphere Application Server 1st Edition By Gibson Robert A 2014 Paperback** what you in imitation of to read!

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 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.

Python Cookbook - Alex Martelli 2005-03-18

Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. It is now being used by an increasing number of major organizations, including NASA and Google.Updated for Python 2.4, The Python Cookbook, 2nd Edition offers a wealth of useful code for all Python programmers, not just advanced practitioners. Like its predecessor, the new edition provides solutions to problems that Python programmers face everyday.It now includes over 200 recipes that range from simple tasks, such as working with dictionaries and list comprehensions, to complex tasks, such as monitoring a network and building a templating system. This revised version also includes new chapters on topics such as time, money, and metaprogramming.Here's a list of additional topics covered: Manipulating text Searching and sorting Working with files and the filesystem Object-oriented programming Dealing with threads and processes System administration Interacting with databases Creating user interfaces Network and web programming Processing XML Distributed programming Debugging and testing Another advantage of The Python Cookbook, 2nd Edition is its trio of authors--three well-known Python programming experts, who are highly visible on email lists and in newsgroups, and speak often at Python conferences.With scores of practical examples and pertinent background information, The Python Cookbook, 2nd Edition is the one source you need if you're looking to build efficient, flexible, scalable, and well-integrated systems.

Python从入门到项目实践（超值版） - 聚慕课教育研发中心编著 2019-11-01

本书分为基础知识、核心技术、核心应用、高级应用、项目实践五篇。内容包括: Python快速入门、Python编程、数字和字符串类型、控制流程和控制语句、文件与文件目录等。

Learn Java GUI Applications - Philip Conrod 2017-04-08

LEARN JAVA GUI APPLICATIONS is a self-study and/or instructor led tutorial teaching the basics of building a Java application with a swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9 lessons covering object-oriented programming concepts, using the NetBeans integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory (Project Screen Shots). LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1,100 pages of course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This course requires Microsoft Windows, MAC OS X or Linux Umbuntu. To complete this tutorial, you will need to download a free copy of the Java Development Kit (JDK8) Standard Edition (SE). This tutorial uses NetBeans 8 as the IDE (Integrated Development Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website KidwareSoftware.com after book registration

Beginning Python - Peter C. Norton 2005-07-08

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

Core Python Applications Programming - Wesley J Chun 2012-03-07

Already know Python but want to learn more? A lot more? Dive into a variety of topics used in practice for real-world applications. Covers regular expressions, Internet/network programming, GUIs, SQL/databases/ORMs, threading, and Web development. Learn about contemporary development trends such as Google+, Twitter, MongoDB, OAuth, Python 3 migration, and Java/Jython. Presents brand new material on Django, Google App Engine, CSV/JSON/XML, and Microsoft Office. Includes Python 2 and 3 code samples to get you started right away! Provides code snippets, interactive examples, and practical exercises to help build your Python skills. The Complete Developer’s

Guide to Python Python is an agile, robust, and expressive programming language that continues to build momentum. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Applications Programming, Third Edition , leading Python developer and corporate trainer Wesley Chun helps you take your Python knowledge to the next level. This book has everything you need to become a versatile Python developer. You will be introduced to multiple areas of application development and gain knowledge that can be immediately applied to projects, and you will find code samples in both Python 2 and 3, including migration tips if that’s on your roadmap too. Some snippets will even run unmodified on 2.x or 3.x. Learn professional Python style, best practices, and good programming habits Build clients and servers using TCP, UDP, XML-RPC, and be exposed to higher-level libraries like SocketServer and Twisted Develop GUI applications using Tkinter and other available toolkits Improve application performance by writing extensions in C/C++, or enhance I/O-bound code with multithreading Discover SQL and relational databases, ORMs, and even non-relational (NonSQL) databases like MongoDB Learn the basics of Web programming, including Web clients and servers, plus CGI and WSGI Expose yourself to regular expressions and powerful text processing tools for creating and parsing CSV, JSON, and XML data Interface with popular Microsoft Office applications such as Excel, PowerPoint, and Outlook using COM client programming Dive deeper into Web development with the Django framework and cloud computing with Google App Engine Explore Java programming with Jython, the way to run Python code on the JVM Connect to Web services Yahoo! Finance to get stock quotes, or Yahoo! Mail, Gmail, and others to download or send e-mail Jump into the social media craze by learning how to connect to the Twitter and Google+ networks Core Python Applications Programming, Third Edition, delivers Broad coverage of a variety of areas of development used in real-world applications today Powerful insights into current and best practices for the intermediate Python programmer Dozens of code examples, from quick snippets to full-fledged applications A variety of exercises at the end of every chapter to help hammer the concepts home

Pyomo – Optimization Modeling in Python - William E. Hart 2012-02-15
This book provides a complete and comprehensive reference/guide to Pyomo (Python Optimization Modeling Objects) for both beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. The text illustrates the breadth of the modeling and analysis capabilities that are supported by the software and support of complex real-world applications. Pyomo is an open source software package for formulating and solving large-scale optimization and operations research problems. The text begins with a tutorial on simple linear and integer programming models. A detailed reference of Pyomo's modeling components is illustrated with extensive examples, including a discussion of how to load data from data sources like spreadsheets and databases. Chapters describing advanced modeling capabilities for nonlinear and stochastic optimization are also included. The Pyomo software provides familiar modeling features within Python, a powerful dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions. The software supports a different modeling approach than commercial AML (Algebraic Modeling Languages) tools, and is designed for flexibility, extensibility, portability, and maintainability but also maintains the central ideas in modern AMLs.

Swing for Jython - Robert Gibson 2014-12-30
This book shows you how to use Swing to add a GUI to your Jython scripts, with an emphasis on the WebSphere Application Server wsadmin utility. In fact, we're going to teach you Swing using Jython, and we're going to do it in a way that, hopefully, that makes your scripts easier for people to use, more robust, more understandable, and therefore easier to

maintain.

Swing for Jython - Robert Gibson 2014-12-24

This book shows you how to use Swing to add a GUI to your Jython scripts, with an emphasis on the WebSphere Application Server wsadmin utility. In fact, we're going to teach you Swing using Jython, and we're going to do it in a way that, hopefully, that makes your scripts easier for people to use, more robust, more understandable, and therefore easier to maintain.

Jython for Java Programmers - Robert W. Bill 2002

Build Java-based Web applications with increased speed and salability using Jython. This book helps Java developers increase application development and deployment. A brief introduction is provided that shows the differences between Java and Jython.

The Definitive Guide to Jython - Josh Juneau 2010-12-28

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython’s different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

Learning Python - Mark Lutz 2003-12-23

Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. Python is considered easy to learn, but there's no quicker way to mastery of the language than learning from an expert teacher. This edition of Learning Python puts you in the hands of two expert teachers, Mark Lutz and David Ascher, whose friendly, well-structured prose has guided many a programmer to proficiency with the language. Learning Python, Second Edition, offers programmers a comprehensive learning tool for Python and object-oriented programming. Thoroughly updated for the numerous language and class presentation changes that have taken place since the release of the first edition in 1999, this guide introduces the basic elements of the latest release of Python 2.3 and covers new features, such as list comprehensions, nested scopes, and iterators/generators. Beyond language features, this edition of Learning Python also includes new context for less-experienced programmers, including fresh overviews of object-oriented programming and dynamic typing, new discussions of program launch and configuration options, new coverage of documentation sources, and more. There are also new use cases throughout to make the application of language features more concrete. The first part of Learning Python gives programmers all the information they'll need to understand and construct programs in the Python language, including types, operators, statements, classes, functions, modules and exceptions. The authors then present more advanced material, showing how Python performs common tasks by offering real applications and the libraries available for those applications. Each chapter ends with a series of exercises that will test your Python skills and measure your understanding. Learning Python, Second Edition is a self-paced book that allows readers to focus on the core Python language in depth. As you work through the book, you'll gain a deep and complete understanding of the Python language that will help you to understand the larger application-level examples that you'll encounter on your own. If you're interested in learning Python--and want to do so quickly and efficiently--then Learning Python, Second Edition is your best choice.

Learning Python - Mark Lutz 2009-10-06

Google and YouTube use Python because it's highly adaptable, easy to maintain, and allows for rapid development. If you want to write high-quality, efficient code that's easily integrated with other languages and tools, this hands-on book will help you be productive with Python quickly -- whether you're new to programming or just new to Python. It's an easy-to-follow self-paced tutorial, based on author and Python expert Mark Lutz's popular training course. Each chapter contains a stand-alone lesson on a key component of the language, and includes a unique Test Your Knowledge section with practical exercises and quizzes, so you can practice new skills and test your understanding as you go. You'll find lots of annotated examples and illustrations to help you get started with Python 3.0. Learn about Python's major built-in object types, such as numbers, lists, and dictionaries Create and process objects using Python statements, and learn Python's general syntax model Structure and reuse code using functions, Python's basic procedural tool Learn about Python modules: packages of statements, functions, and other tools, organized into larger components Discover Python's object-oriented programming tool for structuring code Learn about the exception-handling model, and development tools for writing larger programs Explore advanced Python tools including decorators, descriptors, metaclasses, and Unicode processing

Core Python Programming - Wesley J Chun 2006-09-18

Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases–learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition , leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

Learning Java - Patrick Niemeyer 2002

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Mac OS X Tiger Unleashed - John Ray 2005

Guides readers through Mac OS X Tiger, covering such topics as installation, working with applications and utilities, searching the Internet, using AppleScript, network settings, the BSD subsystem, and

Web programming.

18'th Annual Tcl Association Tcl/Tk Conference Proceedings - Tcl Association Press 2011-11-30

Introduction to Media Computation - Mark Guzdial 2005

Python Programming with the Java Class Libraries - Richard Hightower 2003

A tool for Python programmers to incorporate the Java class libraries in their programs, so they don't have to create their own each time. It contains fast track sections at the end of each chapter, review questions and activities to provide extra practice for newcomers.

Beginning Python - Magnus Lie Hetland 2008-10-21

Gain a fundamental understanding of Python's syntax and features with the second edition of Beginning Python, an up–to–date introduction and practical reference. Covering a wide array of Python–related programming topics, including addressing language internals, database integration, network programming, and web services, you'll be guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time. Updated to reflect the latest in Python programming paradigms and several of the most crucial features found in Python 3.0 (otherwise known as Python 3000), advanced topics, such as extending Python and packaging/distributing Python applications, are also covered.

Python Cookbook - Alex Martelli 2002

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

Python程序设计：从基础到开发 - 夏敏捷，杨关主编 2019-02-01

本书以Python 3.5为编程环境，从基本的程序设计思想入手，逐步展开Python语言教学，是一本面向广大编程学习者的程序设计类图书。基础篇主要讲解Python的基础语法知识、控制语句、函数、文件、面向对象编程基础、Tkinter图形界面设计、网络编程和多线程、Python数据库应用等知识，并以小游戏案例作为各章的阶段性任务。开发篇综合应用前面介绍的技术，开发经典的大家耳熟能详的游戏，例如“连连看”“推箱子”“中国象棋”“网络五子棋”“两人麻将”“扫雷”和“飞机大战”游戏等。本书最大的特色在于以游戏开发案例为导向，让读者对枯燥的Python语言学习充满乐趣，在开发过程中，不知不觉地学会这些枯燥的技术。书中不仅列出了完整的代码，同时对所有的源代码进行了非常详细的解释，做到通俗易懂，图文并茂。本书既可作为高等院校相关专业Python课程的教材，也可作为Python语言学习者、程序设计人员和游戏编程爱好者的参考用书。

Swing Extreme Testing - Tim Lavers 2008-06-03

The Extreme approach to complete Java application testing

Rational Application Developer V7 Programming Guide - Ueli Wahli 2008-03-27

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing JavaTM 2 Platform Standard Edition (J2SETM) and Java 2 Platform Enterprise Edition (J2EETM) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes

Scientific Data Analysis using Jython Scripting and Java - Sergei V. Chekanov 2010-08-05

Scientific Data Analysis using Jython Scripting and Java presents practical approaches for data analysis using Java scripting based on Jython, a Java implementation of the Python language. The chapters essentially cover all aspects of data analysis, from arrays and histograms to clustering analysis, curve fitting, metadata and neural networks. A comprehensive coverage of data visualisation tools implemented in Java is also included. Written by the primary developer of the jHepWork data-analysis framework, the book provides a reliable and complete reference source laying the foundation for data-analysis applications using Java scripting. More than 250 code snippets (of around 10-20 lines each) written in Jython and Java, plus several real-life examples help the reader develop a genuine feeling for data analysis techniques and their programming implementation. This is the first data-analysis and data-mining book which is completely based on the Jython language, and opens doors to scripting using a fully multi-platform and multi-threaded approach. Graduate students and researchers will benefit from the information presented in this book.

Jython Essentials - Samuele Pedroni 2002-03-21

Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's librariesand tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like Python, Jython can be used interactively, so you can get immediate results as you are programming.Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisonsbetween Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython.Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classesand use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows howJython can be used as a scripting language within a Java program.With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

Programming Python - Mark Lutz 2006-08-23

Already the industry standard for Python users, ProgrammingPython fromO'Reilly just got even better. This third edition has been updated toreflect current best practices andthe abundance of changes introduced by the latest version of thelanguage, Python 2.5. Whether you're a novice or an advancedpractitioner, you'll find thisrefreshed book more than lives up to its reputation. ProgrammingPython, 3rd Edition, teaches you the rightway to code. It explains Python language syntax and programmingtechniques in a clear and concisemanner, with numerous examples that illustrate both correct usage andcommon idioms. By reading thiscomprehensive guide, you'll learn how to apply Python in real-worldproblem domains such as: GUI programming Internet scripting Parallel processing Database management Networked applications Programming Python, Third Edition coverseach of thesetarget domainsgradually, beginning with in-depth discussions of core concepts andthen progressing toward completeprograms. Large examples do appear, but only after you've learnedenough to understand their techniques andcode. Along the way, you'll also learn how to use the Python language inrealistically scaled programs--concepts such as Object-Oriented Programming (OOP) and code reuseare recurring side themes throughout thistext. If you're interested in Python programming, then this O'Reillyclassic needs to be within arm's reach. Thewealth of practical advice, snippets of code, and patterns of programdesign can all be put into use on adaily basis--making your life easier and more productive. Reviews of the second edition: "...about as comprehensive as any book can be." --Dr. Dobb's Journal "If the language had manuals, they would undoubtedlybe the texts from O'Reilly...'Learning Python' and 'Programming Python'are definitive treatments." --SD Times

Java 7 Recipes - Josh Juneau 2012-03-20

Java 7 Recipes offers solutions to common programming problems encountered every day while developing Java-based applications. Fully updated with the newest features and techniques available, Java 7 Recipes provides code examples involving Servlets, Java FX 2.0, XML, Java Swing, and much more. Content is presented in the popular problem-solution format: Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! The problem-solution approach sets Java 7 Recipes apart from other books on the topic. Java 7 Recipes is focused less on the language itself and more on what you can do with it that is useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first. Explanations come later. You are free to crib from the book and apply the code examples directly to your own projects. Covers all-new release of Java: Java 7 Focuses especially on up-and-coming technologies such as Java FX 2.0 Respects your time by focusing on practical solutions you can implement in your own code

An Interdisciplinary Introduction to Image Processing - Steven L. Tanimoto 2012-04-27

Basic principles of image processing and programming explained without college-level mathematics. This book explores image processing from several perspectives: the creative, the theoretical (mainly mathematical), and the programmatical. It explains the basic principles of image processing, drawing on key concepts and techniques from mathematics, psychology of perception, computer science, and art, and introduces computer programming as a way to get more control over image processing operations. It does so without requiring college-level mathematics or prior programming experience. The content is supported by PixelMath, a freely available software program that helps the reader understand images as both visual and mathematical objects. The first part of the book covers such topics as digital image representation, sampling, brightness and contrast, color models, geometric transformations, synthesizing images, stereograms, photomosaics, and fractals. The second part of the book introduces computer programming using an open-source version of the easy-to-learn Python language. It covers the basics of image analysis and pattern recognition, including edge detection, convolution, thresholding, contour representation, and K-nearest-neighbor classification. A chapter on computational photography explores such subjects as high-dynamic-range imaging, autofocusing, and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene. Applications described include the design and implementation of an image-based game. The PixelMath software provides a “transparent” view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image. PixelMath provides three interfaces: the pixel calculator; the formula page, an advanced extension of the calculator; and the Python window.

Dr. Dobb's Journal - 2002-04

Java for Absolute Beginners - Iuliana Cosmina 2018-12-05

Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you’ll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You’ll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you’ll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you’ll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you’ll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you’ll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you’ll learn skills in some of the newest and most exciting features of the language:

Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Numeric Computation and Statistical Data Analysis on the Java Platform - Sergei V. Chekanov 2016-03-23

Numerical computation, knowledge discovery and statistical data analysis integrated with powerful 2D and 3D graphics for visualization are the key topics of this book. The Python code examples powered by the Java platform can easily be transformed to other programming languages, such as Java, Groovy, Ruby and BeanShell. This book equips the reader with a computational platform which, unlike other statistical programs, is not limited by a single programming language. The author focuses on practical programming aspects and covers a broad range of topics, from basic introduction to the Python language on the Java platform (Jython), to descriptive statistics, symbolic calculations, neural networks, non-linear regression analysis and many other data-mining topics. He discusses how to find regularities in real-world data, how to classify data, and how to process data for knowledge discoveries. The code snippets are so short that they easily fit into single pages. Numeric Computation and Statistical Data Analysis on the Java Platform is a great choice for those who want to learn how statistical data analysis can be done using popular programming languages, who want to integrate data analysis algorithms in full-scale applications, and deploy such calculations on the web pages or computational servers regardless of their operating system. It is an excellent reference for scientific computations to solve real-world problems using a comprehensive stack of open-source Java libraries included in the DataMelt (DMelt) project and will be appreciated by many data-analysis scientists, engineers and students.

Jython Essentials - Samuele Pedroni 2002-03-21

Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's librariesand tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like Python, Jython can be used interactively, so you can get immediate results as you are programming.Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisonsbetween Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython.Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classesand use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows howJython can be used as a scripting language within a Java program.With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

Neural Engineering - Chris Eliasmith 2003

A synthesis of current approaches to adapting engineering tools to the study of neurobiological systems.

Einführung in Python - Mark Lutz 2007

Google tut es, YouTube tut es, Zope und die NASA tun es - sie verwenden Python. Und das natürlich nicht ohne Grund! Python ist portabel, Open Source, modern, objektorientiert, mit schlankem Sprachkern bei gleichzeitig mächtigem Bibliotheksumfang. Für Anfä

Introduction to Programming Using Java - David Eck 2009-09-01

Introduction to Computing and Programming in Python - Mark Guzdial 2005
Guzdial introduces programming as a way of creating and manipulating mediaa context familiar and intriguing to today's readers.Starts readers with actual programming early on. Puts programming in a relevant context (Computing for Communications). Includes implementing Photoshop-like effects, reversing/splicing sounds, creating animations. Acknowledges that readers in this audience care about the Web; introduces HTML and covers writing programs that generate HTML. Uses the Web as a Data Source; shows readers how to read from files, but also how to write programs to directly read Web pages and distill information from there for use in other calculations, other Web pages, etc. (examples include temperature from a weather page, stock prices from a financials page).A comprehensive guide for anyone interested in learning the basics of programming with one of the best web languages, Python.

Data Analysis and Visualization Using Python - Dr. Ossama Embarak 2018-11-20
Look at Python from a data science point of view and learn proven techniques for data visualization as used in making critical business decisions. Starting with an introduction to data science with Python, you will take a closer look at the Python environment and get acquainted with editors such as Jupyter Notebook and Spyder. After going through a primer on Python programming, you will grasp fundamental Python programming techniques used in data science. Moving on to data visualization, you will see how it caters to modern business needs and forms a key factor in decision-making. You will also take a look at some popular data visualization libraries in Python. Shifting focus to data structures, you will learn the various aspects of data structures from a data science perspective. You will then work with file I/O and regular expressions in Python, followed by gathering and cleaning data. Moving on to exploring and analyzing data, you will look at advanced data structures in Python. Then, you will take a deep dive into data visualization techniques, going through a number of plotting systems in Python. In conclusion, you will complete a detailed case study, where you’ll get a chance to revisit the concepts you’ve covered so far. What You Will LearnUse Python programming techniques for data science Master data collections in Python Create engaging visualizations for BI systems Deploy effective strategies for gathering and cleaning data Integrate the Seaborn and Matplotlib plotting systems Who This Book Is For Developers with basic Python programming knowledge looking to adopt key strategies for data analysis and visualizations using Python.

Beginning Python - Magnus Lie Hetland 2006-11-07
* Totaling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress’ well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He’s also author of the popular online guide, Instant Python Hacking (http://www.hetland.org), from which both Practical Python and Beginning Python are based.