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Mastering Object-oriented Python

Grasp the intricacies of object-oriented programming in Python in order to efficiently build powerful real-world applications

Steven F. Lott

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Mastering Object Oriented Python

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Mastering Object Oriented Python:

Mastering Object-oriented Python Steven F. Lott, 2019 Object oriented programming OOP is a relatively complex discipline to master and it can be difficult to see how general principles apply to each language's unique features. With the help of the latest edition of Mastering Object-oriented Python you'll be shown how to effectively implement OOP in Python and even explore Python 3.x. Complete with practical examples, the book guides you through the advanced concepts of OOP in Python and demonstrates how you can apply them to solve complex problems in OOP. You will learn how to create high quality Python programs by exploring design alternatives and determining which design offers the best performance. Next, you'll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects. As you cover later chapters, you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing. Finally, the book will assist you in leveraging various Python features by implementing object-oriented designs in your programs. By the end of this book, you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python.

Mastering Object-oriented Python Steven F. Lott, 2014-04-22 This book follows a standard tutorial approach with approximately 750 code samples spread through the 19 chapters. This amounts to over 5,900 lines of code that illustrate each concept. This book is aimed at programmers who have already learned the basics of object-oriented Python and need to write more sophisticated, flexible code that integrates seamlessly with the rest of Python. This book assumes a computer science background with experience of common Python design patterns.

Mastering Object-Oriented Programming with Python: Unlock the Secrets of Expert-Level Skills Larry Jones, 2025-03-02 Mastering Object-Oriented Programming with Python: Unlock the Secrets of Expert-Level Skills is an invaluable resource for experienced Python developers looking to elevate their software craftsmanship. This book delves deeply into advanced object-oriented principles, offering a comprehensive guide to mastering the intricacies of Python's object model. With its thorough coverage on inheritance, polymorphism, and encapsulation, readers will gain insights into designing flexible, scalable systems that embody the core strengths of the object-oriented paradigm. The text meticulously explores the integration of Python's dynamic capabilities with proven design patterns, as well as novel techniques such as metaprogramming and functional integration. Readers will benefit from clear, practical examples that illuminate complex concepts, enabling them to adopt sophisticated strategies like concurrency, abstract base classes, and cutting-edge database interactions. By synthesizing functional and object-oriented principles, this book ensures developers can construct elegant, efficient, and robust solutions across diverse domains. Beyond in-depth technical knowledge, the book places strong emphasis on quality assurance through comprehensive sections on testing and debugging. By leveraging modern practices like automated testing and continuous integration, readers will learn to deliver resilient and high-performing software. Whether for refining existing skills or expanding into new areas,

like asynchronous programming and NoSQL integration this book is the definitive guide for achieving expert level proficiency in object oriented Python development

Mastering Object-Oriented Python Steven F. Lott, 2019-06-14 Gain comprehensive insights into programming practices and code portability and reuse to build flexible and maintainable apps using object oriented principles

Key Features Extend core OOP techniques to increase integration of classes created with Python Explore various Python libraries for handling persistence and object serialization Learn alternative approaches for solving programming problems with different attributes to address your problem domain

Book Description Object oriented programming OOP is a relatively complex discipline to master and it can be difficult to see how general principles apply to each language's unique features With the help of the latest edition of Mastering Object Oriented Python you'll be shown how to effectively implement OOP in Python and even explore Python 3.x Complete with practical examples the book guides you through the advanced concepts of OOP in Python and demonstrates how you can apply them to solve complex problems in OOP You will learn how to create high quality Python programs by exploring design alternatives and determining which design offers the best performance Next you'll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects As you cover later chapters you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing Finally the book will assist you in leveraging various Python features by implementing object oriented designs in your programs By the end of this book you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python

What you will learn Explore a variety of different design patterns for the `__init__` method Learn to use Flask to build a RESTful web service Discover SOLID design patterns and principles Use the features of Python 3's abstract base classes Create classes for your own applications Design testable code using pytest and fixtures Understand how to design context managers that leverage the `with` statement Create a new type of collection using standard library and design techniques Develop new number types above and beyond the built-in classes of numbers

Who this book is for This book is for developers who want to use Python to create efficient programs A good understanding of Python programming is required to make the most out of this book Knowledge of concepts related to object oriented design patterns will also be useful

[Mastering Object Oriented Python](#) Steven Lott, 2014 This book follows a standard tutorial approach with approximately 750 code samples spread through the 19 chapters This amounts to over 5 900 lines of code that illustrate each concept This book is aimed at programmers who have already learned the basics of object oriented Python and need to write more sophisticated flexible code that integrates seamlessly with the rest of Python This book assumes a computer science background with experience of common Python design patterns

Mastering Object-Oriented Python - Second Edition Steven Lott, 2019 Gain comprehensive insights into programming practices and code portability and reuse to build flexible and maintainable apps using object oriented principles

Key Features Extend core

OOP techniques to increase integration of classes created with Python Explore various Python libraries for handling persistence and object serialization Learn alternative approaches for solving programming problems with different attributes to address your problem domain Book Description Object oriented programming OOP is a relatively complex discipline to master and it can be difficult to see how general principles apply to each language s unique features With the help of the latest edition of Mastering Objected Oriented Python you ll be shown how to effectively implement OOP in Python and even explore Python 3 x Complete with practical examples the book guides you through the advanced concepts of OOP in Python and demonstrates how you can apply them to solve complex problems in OOP You will learn how to create high quality Python programs by exploring design alternatives and determining which design offers the best performance Next you ll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects As you cover later chapters you ll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing Finally the book will assist you in leveraging various Python features by implementing object oriented designs in your programs By the end of this book you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python What you will learn Explore a variety of different design patterns for the __init__ method Learn to use Flask to build a RESTful web service Discover SOLID design patterns and principles Use the features of Python 3 s abstract base Create classes for your own applications Design testable code using pytest and fixtures Understand how to design context managers that leverage the with statement Create a new type of collection using standard library and design techniques Develop new number types above and beyond the built in classes of numbers Who this book is for This book is for developers who want to use Python to create efficient programs A good understanding of Python programming is required t

Object-Oriented Python Irv Kalb, 2022-01-25 Power up your Python with object oriented programming and learn how to write powerful efficient and re usable code Object Oriented Python is an intuitive and thorough guide to mastering object oriented programming from the ground up You ll cover the basics of building classes and creating objects and put theory into practice using the pygame package with clear examples that help visualize the object oriented style You ll explore the key concepts of object oriented programming encapsulation polymorphism and inheritance and learn not just how to code with objects but the absolute best practices for doing so Finally you ll bring it all together by building a complex video game complete with full animations and sounds The book covers two fully functional Python code packages that will speed up development of graphical user interface GUI programs in Python

Mastering Object Oriented programming Cybellium, Embark on a Profound Journey to Mastering Object Oriented Programming In a dynamic world of software development mastering the art of object oriented programming OOP is pivotal for creating robust scalable and maintainable code that powers modern applications Mastering Object Oriented Programming is your comprehensive guide to navigating the intricate world of OOP

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explore closures and mix ins and command line arguments By the end of this course you will find that programming in OOP clears the mind and makes your code reusable readable and extendable as well as easy to maintain Beginning by looking at a range of design patterns for the `_init_` method you will learn how to effectively use a range of Python s special methods to create classes that integrate with Python s built in features and find detailed explorations and demonstrations of callables and contexts containers and collections numbers and decorators and mixins with a focus on best practices for effective and successful design The video also features information that demonstrates how to create persistent objects using JSON YAML Pickle CSV XML Shelve and SQL and shows you how to transmit objects between processes Going further into OOP you ll find expert information on logging warnings unit testing and working with the command line Structured in 3 parts to make OOP s complexity more manageable Pythonic Classes via Special Methods Persistence Serialization and Testing and Debugging Deploying and Maintaining this course provides deep insights into OOP that will help you develop expert level object oriented Python skills Downloading the example code for this course You can download the example code files for this course on GitHub at <https://github.com/stevenfrott/python-object-oriented-programming>

Python Object-Oriented Programming Steven F. Lott,Dusty Phillips,2021-07-02 A comprehensive guide to exploring modern Python through data structures design patterns and effective object oriented techniques Key Features Build an intuitive understanding of object oriented design from introductory to mature programs Learn the ins and outs of Python syntax libraries and best practices Examine a machine learning case study at the end of each chapter Book Description Object oriented programming OOP is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together Python Object Oriented Programming Fourth Edition dives deep into the various aspects of OOP Python as an OOP language common and advanced design patterns and hands on data manipulation and testing of more complex OOP systems These concepts are consolidated by open ended exercises as well as a real world case study at the end of every chapter newly written for this edition All example code is now compatible with Python 3.9 syntax and has been updated with type hints for ease of learning Steven and Dusty provide a comprehensive illustrative tour of important OOP concepts such as inheritance composition and polymorphism and explain how they work together with Python s classes and data structures to facilitate good design In addition the book also features an in depth look at Python s exception handling and how functional programming intersects with OOP Two very powerful automated testing systems unittest and pytest are introduced The final chapter provides a detailed discussion of Python s concurrent programming ecosystem By the end of the book you will have a thorough understanding of how to think about and apply object oriented principles using Python syntax and be able to confidently create robust and reliable programs What you will learn Implement objects in Python by creating classes and defining methods Extend class functionality using inheritance Use exceptions to handle unusual situations cleanly Understand when to use object oriented features and more importantly when not to use them Discover several widely used design patterns and how they are implemented in Python Uncover the simplicity of unit

and integration testing and understand why they are so important Learn to statically type check your dynamic code Understand concurrency with asyncio and how it speeds up programs Who this book is for If you are new to object oriented programming techniques or if you have basic Python skills and wish to learn how and when to correctly apply OOP principles in Python this is the book for you Moreover if you are an object oriented programmer coming from other languages or seeking a leg up in the new world of Python you will find this book a useful introduction to Python Minimal previous experience with Python is necessary *Object-oriented Programming in Python* Michael H. Goldwasser, David Letscher, 2008 This book presents a balanced and flexible approach to the incorporation of object oriented principles in introductory courses using Python Familiarizes readers with the terminology of object oriented programming the concept of an object s underlying state information and its menu of available behaviors Includes an exclusive easy to use custom graphics library that helps readers grasp both basic and more advanced concepts Lays the groundwork for transition to other languages such as Java and C For those interested in learning more about object oriented programming using Python Mastering Python OOP Anshuman Mishra, 2024-12-23 About the Book Mastering Python OOP A Beginner s Guide to Object Oriented Programming Object Oriented Programming OOP is a fundamental concept in modern software development and Python is one of the most popular programming languages to learn it This book designed for absolute beginners focuses exclusively on understanding OOP principles and applying them effectively using Python Whether you re a student a budding programmer or someone switching to programming from another field Mastering Python OOP provides a clear step by step introduction to the core concepts of object oriented programming making it easy for you to write efficient and reusable code What This Book Offers Beginner Friendly Approach No prior programming experience is required The book starts with the basics and gradually builds up to advanced OOP concepts in Python Hands On Learning Each chapter includes practical examples coding exercises and projects that help solidify your understanding of OOP concepts Comprehensive Coverage From classes objects and inheritance to advanced topics like abstraction and operator overloading this book covers everything you need to know to master OOP in Python Clear Explanations Every concept is explained in simple language with step by step instructions and visual aids where needed Key Features of the Book Focused Syllabus Exclusively OOP concepts tailored for beginners in Python Practical Examples Real world scenarios to make learning engaging and relatable Error Handling Tips and techniques to debug and manage exceptions Interview Preparation Common Python OOP questions and answers included as a bonus Advanced Insights Optional advanced topics like metaclasses and design patterns for those who want to explore further Who Should Read This Book Students who want a beginner friendly introduction to Python and OOP Educators looking for a resource to teach Python OOP effectively Career Changers or aspiring developers learning Python for career growth Programming Enthusiasts curious about mastering object oriented programming By the end of this book readers will have a solid foundation in Python OOP and the confidence to write clean efficient and reusable code for personal or professional

projects *Mastering Python Design Patterns* Sakis Kasampalis,2015-01-28 This book is for Python programmers with an intermediate background and an interest in design patterns implemented in idiomatic Python Programmers of other languages who are interested in Python can also benefit from this book but it would be better if they first read some introductory materials that explain how things are done in Python **Object-Oriented Python** Irv Kalb,2022-01-25 Power up your Python with object oriented programming and learn how to write powerful efficient and reusable code Object Oriented Python is an intuitive and thorough guide to mastering object oriented programming from the ground up You'll cover the basics of building classes and creating objects and put theory into practice using the pygame package with clear examples that help visualize the object oriented style You'll explore the key concepts of object oriented programming encapsulation polymorphism and inheritance and learn not just how to code with objects but the absolute best practices for doing so Finally you'll bring it all together by building a complex video game complete with full animations and sounds The book covers two fully functional Python code packages that will speed up development of graphical user interface GUI programs in Python **Master Multi-Paradigm Python Programming** Edward R DeForest,2024-06-06 Master Multi Paradigm Python Programming Unleash Your Inner Powerhouse Developer In 30 Days or Less About the Technology Python is a versatile and powerful programming language prized for its readability extensive libraries and thriving community But with its ability to support multiple paradigms coding styles mastering Python can feel overwhelming This book cuts through the confusion and equips you to leverage the strengths of Object Oriented Programming OOP Functional Programming FP and Imperative Programming for web development and data science tasks Worries and Challenges You Face Feeling Stuck in One Paradigm You might be comfortable with one style but unsure how to effectively apply others Difficulty Choosing the Right Tool With multiple paradigms available identifying the best approach for a specific problem can be challenging Limited Time to Learn Your busy schedule might leave you wondering if mastering multi paradigm Python is even achievable What to Expect This comprehensive guide designed to be completed in 30 days or less provides a structured learning path that Demystifies Object Oriented Functional and Imperative Programming Gain a solid understanding of the core concepts behind each paradigm Provides Practical Examples and Exercises Learn by doing with hands on exercises that solidify your understanding and equip you to apply these concepts in real world scenarios Focuses on Web Development and Data Science Applications Explore how multi paradigm Python empowers you to build web applications and tackle data science challenges What Are You Waiting For Stop feeling overwhelmed by Python's paradigms This book is your roadmap to becoming a versatile and confident Python developer Get your copy today and start your journey to mastering multi paradigm Python in just 30 days *Functional Python Programming* Steven F. Lott,2018-04-13 Create succinct and expressive implementations with functional programming in Python Key Features Learn how to choose between imperative and functional approaches based on expressiveness clarity and performance Get familiar with complex concepts such as monads concurrency and

immutability Apply functional Python to common Exploratory Data Analysis EDA programming problems Book Description If you're a Python developer who wants to discover how to take the power of functional programming FP and bring it into your own programs then this book is essential for you even if you know next to nothing about the paradigm Starting with a general overview of functional concepts you'll explore common functional features such as first class and higher order functions pure functions and more You'll see how these are accomplished in Python 3.6 to give you the core foundations you'll build upon After that you'll discover common functional optimizations for Python to help your apps reach even higher speeds You'll learn FP concepts such as lazy evaluation using Python's generator functions and expressions Moving forward you'll learn to design and implement decorators to create composite functions You'll also explore data preparation techniques and data exploration in depth and see how the Python standard library fits the functional programming model Finally to top off your journey into the world of functional Python you'll look at the PyMonad project and some larger examples to put everything into perspective What you will learn Use Python's generator functions and generator expressions to work with collections in a non-strict or lazy manner Utilize Python library modules including itertools functools multiprocessing and concurrent features to ensure efficient functional programs Use Python strings with object-oriented suffix notation and prefix notation Avoid stateful classes with families of tuples Design and implement decorators to create composite functions Use functions such as max min map filter and sorted Write higher order functions Who this book is for This book is for Python developers who would like to perform Functional programming with Python Python Programming knowledge is assumed

Test-Driven Python Development Siddharta Govindaraj, 2015-04-29 This book is intended for Python developers who want to use the principles of test-driven development TDD to create efficient and robust applications In order to get the best out of this book you should have development experience with Python **Learning Python Network Programming** Dr. M. O. Faruque Sarker, Sam Washington, 2015-06-17 Network programming has always been a demanding task With full featured and well documented libraries all the way up the stack Python makes network programming the enjoyable experience it should be Starting with a walkthrough of today's major networking protocols with this book you'll learn how to employ Python for network programming how to request and retrieve web resources and how to extract data in major formats over the Web You'll utilize Python for e-mailing using different protocols and you'll interact with remote systems and IP and DNS networking As the book progresses socket programming will be covered followed by how to design servers and the pros and cons of multithreaded and event-driven architectures You'll develop practical client-side applications including web API clients e-mail clients SSH and FTP These applications will also be implemented through existing web application frameworks

Object-Oriented Programming Amany Fawzy Elgamal, 2024-01-09 This book explores the concepts of object-oriented programming which have become the cornerstone of most programming languages The book introduces the meaning of classes and objects inheritance encapsulation and polymorphism It also contains examples of Unified Modeling Language

UML that enable the reader to model systems The book explains these concepts in a simple manner and includes the application of these concepts through a large number of examples in three different programming languages C VB Net and Python The concepts introduced in the book are applicable to any programming language which supports object oriented programming The book is an indispensable resource that will enhance its readers system development skills

Groovy for Domain-specific Languages Fergal Dearle, 2015-09-28 Extend and enhance your Java applications with domain specific scripting in Groovy About This Book Build domain specific mini languages in Groovy that integrate seamlessly with your Java apps with this hands on guide Increase stakeholder participation in the development process with domain specific scripting in Groovy Get up to speed with the newest features in Groovy using this second edition and integrate Groovy based DSLs into your existing Java applications Who This Book Is For This book is for Java software developers who have an interest in building domain scripting into their Java applications No knowledge of Groovy is required although it will be helpful This book does not teach Groovy but quickly introduces the basic ideas of Groovy An experienced Java developer should have no problems with these and move quickly on to the more involved aspects of creating DSLs with Groovy No experience of creating a DSL is required What You Will Learn Familiarize yourself with Groovy scripting and work with Groovy closures Use the meta programming features in Groovy to build mini languages Employ Groovy mark up and builders to simplify application development Familiarize yourself with Groovy mark up and build your own Groovy builders Build effective DSLs with operator overloading command chains builders and a host of other Groovy language features Integrate Groovy with your Java and JVM based applications In Detail The times when developing on the JVM meant you were a Java programmer have long passed The JVM is now firmly established as a polyglot development environment with many projects opting for alternative development languages to Java such as Groovy Scala Clojure and JRuby In this pantheon of development languages Groovy stands out for its excellent DSL enabling features which allows it to be manipulated to produce mini languages that are tailored to a project s needs A comprehensive tutorial on designing and developing mini Groovy based Domain Specific Languages this book will guide you through the development of several mini DSLs that will help you gain all the skills needed to develop your own Groovy based DSLs with confidence and ease Starting with the bare basics this book will focus on how Groovy can be used to construct domain specific mini languages and will go through the more complex meta programming features of Groovy including using the Abstract Syntax Tree AST Practical examples are used throughout this book to de mystify these seemingly complex language features and to show how they can be used to create simple and elegant DSLs Packed with examples including several fully worked DSLs this book will serve as a springboard for developing your own DSLs Style and approach This book is a hands on guide that will walk you through examples for building DSLs with Groovy rather than just talking about metaprogramming with Groovy The examples in this book have been designed to help you gain a good working knowledge of the techniques involved and apply these to producing your own Groovy based DSLs

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Mastering Object Oriented Python Introduction

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