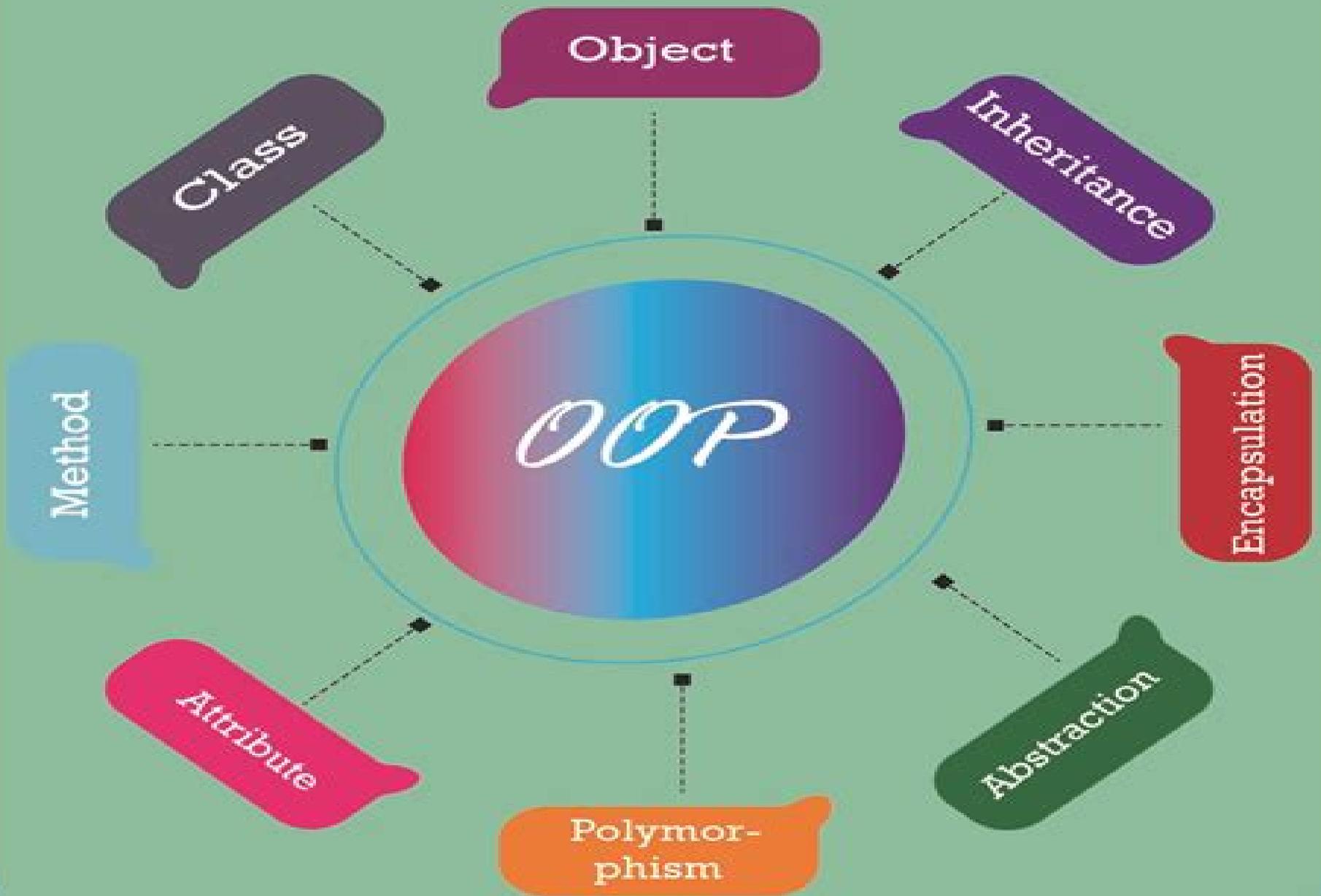


Object Oriented Programming in Python



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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 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 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

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

Python Object-Oriented Programming Steven F. Lott, Dusty Phillips, 2021-07-02 Level up your Python development by exploring advanced OOP concepts in this updated edition covering the latest design patterns OOP techniques and real world projects tailored for Python 3.11 and beyond 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 Python Object Oriented Programming Fourth Edition is a practical guide to advancing your OOP skills with modern Python Going beyond the fundamentals it helps you work with Python as an OOP language explore both common and advanced design patterns and apply these concepts to data

manipulation and testing of complex OOP systems Each chapter features newly written open ended exercises as well as a real world case study aligned with the improvements in Python 3.11 bringing faster execution and memory efficiency to your applications Authors Steven F Lott and Dusty Phillips provide a comprehensive illustrative tour of important OOP concepts such as inheritance composition and polymorphism showing how they integrate with Python's classes and data structures to facilitate good design The book also introduces two powerful automated testing systems unittest and pytest and explores Python's concurrent programming ecosystem in depth By the end of the book you'll have a thorough understanding of how to think about and apply object oriented principles using Python syntax to 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 or if you have basic Python skills and want to learn how and when to correctly apply OOP principles in Python 3.11 and beyond this is the book for you Mid level Python developers software engineers and data scientists will benefit from its practical guidance Complete with a solid introduction to Python this book proves to be a useful resource for experienced object oriented programmers transitioning from other languages or seeking a leg up in the new world of Python Minimal previous experience with Python programming is necessary

Learning Object-Oriented Programming Gaston C. Hillar, 2015-07-16 Learning Object Oriented Programming is an easy to follow guide full of hands on examples of solutions to common problems with object oriented code in Python JavaScript and C It starts by helping you to recognize objects from real life scenarios and demonstrates that working with them makes it simpler to write code that is easy to understand and reuse You will learn to protect and hide data with the data encapsulation features of Python JavaScript and C You will explore how to maximize code reuse by writing code capable of working with objects of different types and discover the advantage of duck typing in both Python and JavaScript while you work with interfaces and generics in C With a fair understanding of interfaces multiple inheritance and composition you will move on to refactor existing code and to organize your source for easy maintenance and extension Learning Object Oriented Programming will help you to make better stronger and reusable code

Object-Oriented Programming in Python for Mathematicians David Ham, 2021-12-16 This book is for mathematicians scientists and engineers who have learned the very basics of programming in Python and who would like to become more capable programmers You will learn the higher level programming concepts such as objects inheritance and abstract data types needed to elegantly create more advanced programs At the same time emphasis is placed on programming skills such as good style so you learn to write code that you and others find easy to

understand and interpreting and debugging errors If you find yourself baffled by the pages of error messages that Python emits and would like to make sense of them then this book is for you Learning the material is supported by explanatory videos throughout and skeleton codes for all of the exercises including automated tests of your work The book takes a mathematician's view of programming introducing higher level programming abstractions by analogy with the abstract objects that make up higher mathematics Examples and exercises are chosen from across mathematics though the actual mathematical knowledge required to understand this book is limited to differentiating functions of one variable Contents Introduction abstraction in mathematics and programming Programs in files Objects and abstraction A matter of style Abstract data types Errors and exceptions Inheritance and composition Debugging and testing Trees and directed acyclic graphs Further object oriented features

Monty Karel Joseph Bergin, Mark Stehlik, Jim Roberts, 2013-04-11 Monty Karel is an introduction to computer programming for novices It uses the Python programming language to introduce the principles of dynamic object oriented programming It is the latest version in the Karel The Robot series originally developed by Richard Pattis It is a true successor to the original emphasizing problem solving in a simple but Turing Complete and interesting virtual world Monty Karel stresses problem solving rather than language syntax It has been shown to be an effective learning environment for novice programmers A student able to do the exercises in this book or one of its companions is truly on his or her way to a deep understanding of programming Learn to write sophisticated Python code in a few weeks It is not a comprehensive treatment of Python but emphasizes problem solving using objects writing classes and developing skill in algorithmic and polymorphic thinking It goes beyond thinking of computing as just if and while The advantages pointed out by reviewers of the earlier Karel J Robot apply to this version as well Karel J Robot is an excellent introduction to modern computer science without letting students get overwhelmed by the details of a programming language even though it is real Java KJR provides a framework for understanding Object Oriented Programming from the very beginning Students are encouraged to develop problem solving skills by producing projects that solve very complex problems with a relatively small set of tools Don Slater Carnegie Mellon University I have been successfully introducing students in grades 9 through 12 to programming using Karel for the past twenty years and Karel J Robot is the most effective version yet Students love it They find principles of OOP class design constructors methods inheritance polymorphism come naturally to them even before they learn about control structures They discover recursive solutions without ever being taught recursion Best of all Karel is gender neutral both girls and boys are so involved and excited that I have to push them out the door and on to their next class when the period ends Kathy Larson Kingston High School Kingston New York Karel J Robot A Gentle Introduction to the Art of Object Oriented Programming in Java takes you on a well sequenced and thoughtful journey through the essential concepts in a first semester computer science course Experience computer science at the level that it is most inspiring the conceptual level The visual environment will help you teach and your students learn because everyone will have immediate

visual feedback enabling them to see what they are doing You will leave the Karel world with a deep understanding of polymorphism inheritance abstraction modularization and step wise refinement to name just a few topics If you are an AP Computer Science teacher you have just found the perfect guide to help ensure you do not lose sight of the forest i e computer science through the trees i e the details of the language Dave Wittry Troy High School Karel J Robot provides an uncluttered setting for laying the foundation for all of the key OO concepts The perfect starter for understanding objects OO design and OO programming Michael Goldweber Xavier University [The Object-Oriented Approach to Problem Solving and Machine Learning with Python](#) Sujith Samuel Mathew, Mohammad Amin Kuhail, Maha Hadid, Shahbano Farooq, 2025 This book is a comprehensive guide suitable for beginners and experienced developers alike It teaches readers how to master object oriented programming OOP with Python and use it in real world applications Start by solidifying your OOP foundation with clear explanations of core concepts such as use cases and class diagrams This book goes beyond theory as you get practical examples with well documented source code available in the book and on GitHub This book doesn't stop at the basics Explore how OOP empowers fields such as data persistence graphical user interfaces GUIs machine learning and data science including social media analysis Learn about machine learning algorithms for classification regression and unsupervised learning putting you at the forefront of AI innovation Each chapter is designed for hands on learning You'll solidify your understanding with case studies exercises and projects that apply your newfound knowledge to real world scenarios The progressive structure ensures mastery with each chapter building on the previous one reinforced by exercises and projects Numerous code examples and access to the source code enhance your learning experience This book is your one stop shop for mastering OOP with Python and venturing into the exciting world of machine learning and data science

[Object-Oriented Programming with Python](#) Robert Johnson, 2024-10-23 Object Oriented Programming with Python Best Practices and Patterns offers a comprehensive exploration into the core concepts and advanced techniques of object oriented programming through the lens of Python Designed for both beginners and seasoned developers this book provides a full spectrum of topics from foundational principles like encapsulation inheritance and polymorphism to more sophisticated aspects such as design patterns advanced data handling and concurrency With Python's simplicity and readability learners can focus on understanding and mastering OOP concepts without being encumbered by complex syntax Practical examples and real world applications are interwoven throughout the chapters demonstrating how OOP principles can be applied effectively to solve complex programming challenges Each chapter builds on the last ensuring a cohesive learning experience Readers are guided through building robust scalable applications leveraging Python's powerful standard library and employing best practices to ensure code quality and maintainability This resource stands as an essential guide for anyone aiming to excel in Python programming and apply object oriented strategies in today's dynamic technological landscape

[Python Object-Oriented Programming](#) Harold M Thompson, 2025-06-05 Book Description Unlock the Full Power of Python

s Object Model Go beyond the basics and master professional grade OOP techniques with this hands on guide to Python s most powerful features Whether you re building enterprise systems frameworks or performance critical applications this book transforms you from a Python coder into an architect of robust maintainable systems What You ll Learn Core OOP Mastery Design classes with encapsulation inheritance and composition Harness magic methods to make your objects Pythonic Leverage abstract base classes ABCs for strict interfaces Advanced Patterns Implement design patterns the Python way Factory Strategy Observer Build ORMs with descriptors and metaclasses Optimize performance with `__slots__` and memory efficient designs Real World Applications Craft extensible plugin architectures Design domain specific APIs with operator overloading Write self documenting production ready code Key Features Deep Dives into Python s data model Battle Tested Examples Bank systems game entities ORMs Performance Benchmarks When to use and avoid advanced features Anti Pattern Alerts Common OOP mistakes in Python Who This Book Is For Python developers ready to Transition from scripting to large scale OOP design Build frameworks and libraries Master enterprise grade patterns Optimize performance critical code Prerequisites Basic Python and OOP familiarity Finally an OOP book that respects Python s unique power Level Up Your Code Today Write classes that are elegant efficient and enterprise ready

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 know how 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 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

PYTHON PROGRAMMING FOR BEGINNERS Mike Kernell,2022-08-03 What is the point of learning Python if you re just starting out What does Python have in store for you exactly Python is an object oriented programming language that is high level and has built in data structures and dynamic semantics It supports various programming paradigms including structures object oriented programming and functional programming among others Python provides several distinct modules and bundles which enables program modularity and code reuse to be accomplished This book is based on Mike Kernell s Python in Object Oriented Programming On the other hand this book is not only a translation of those other works into Python To adapt the material for this book we have drastically altered the arrangement and substance of the book as shown in the following diagram To use the Python capabilities the code base has been completely rebuilt In addition it contains comprehensive Python codes Each chapter in this book is designed to provide a pedagogical approach that begins with the fundamentals of Python programming and an introduction to object oriented programming New and improved examples assist beginners in putting theory into practice In addition we include core concepts like operator overloading encapsulation and polymorphism The book s main body covers the most critical object oriented principles employed in Python Concluding with a discussion on the game programming projects Python data structures and procedures object oriented programming and sort algorithms are all taught in detail in this book without the need for you to spend a lot of time learning computer science theory as you would otherwise If you re new to Python this book is an excellent location to begin your learning process Additionally you ll get hands on experience with Programming language game development projects throughout this course When you blend work with play you will be able to remember more of what you ve learned in the long run The book is a fantastic resource for those new to the topic of study This book takes you by the hand and walks you through the process of learning to code in Python covering topics such as What is Python and how does it work Python Data Types Creating Interactive Projects File Handling in Python Gaming Projects in Python Object Oriented Programming Data Structures Python Data Types and much more Designed as an ultimate guide this book will serve as a comprehensive step by step guidebook that will assist you in learning and experiencing Python

in a relaxed and steady manner So hurry up and get your hands on a copy before they sell out completely Mastering Object-Oriented Programming with Python Burkhard Meier,2019 Build robust and maintainable applications with object oriented programming in Python About This Video Write your own logging classes and documentation and unit test your code Use Python s special methods to integrate seamlessly with built in features and the Standard library Design classes to support object persistence in JSON YAML Pickle CSV XML Shelve and SQL In Detail Object oriented programming combined with Python s flexibility and power and accompanied by improvements in design coding and software maintenance makes difficult tasks much more manageable This course offers deep insights into object oriented programming OOP to help you develop expert level object oriented Python skills Starting with a detailed analysis of object oriented analysis and design you will quickly master classes data encapsulation inheritance polymorphism abstraction and exceptions We show you how to use JSON YAML Pickle CSV XML Shelve and SQL to create persistent objects and transmit objects between processes We iterate over collections using properties and class methods 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 [t Python 3 Object Oriented](#)

Programming Dusty Phillips,2010-07-26 If you feel it s time you learned object oriented programming techniques this is the perfect book for you Clearly written with practical exercises it s the painless way to learn how to harness the power of OOP in Python Key Features Learn how to do Object Oriented Programming in Python using this step by step tutorial Design public interfaces using abstraction encapsulation and information hiding Turn your designs into working software by studying the Python syntax Raise handle define and manipulate exceptions using special error objects Implement Object Oriented Programming in Python using practical examples Book Description Object Oriented Programming is a very important aspect of modern programming languages The basic principles of Object Oriented Programming are relatively easy to learn Putting them together into working designs can be challenging This book makes programming more of a pleasure

than a chore using powerful Python 3 object oriented features of Python 3 It clearly demonstrates the core OOP principles and how to correctly implement OOP in Python Object Oriented Programming ranks high in importance among the many models Python supports Yet many programmers never bother learning the powerful features that make this language object oriented The book teaches when and how OOP should be correctly applied It emphasizes not only the simple syntax of OOP in Python but also how to combine these objects into well designed software This book will introduce you to the terminology of the object oriented paradigm focusing on object oriented design with step by step examples It will take you from simple inheritance one of the most useful tools in the object oriented programmer s toolbox all the way through to cooperative inheritance one of the most complicated You will be able to raise handle define and manipulate exceptions You will be able to integrate the object oriented and the not so object oriented aspects of Python You will also be able to create maintainable applications by studying higher level design patterns You ll learn the complexities of string and file manipulation and how Python distinguishes between binary and textual data Not one but two very powerful automated testing systems will be introduced to you You ll understand the joy of unit testing and just how easy they are to create You ll even study higher level libraries such as database connectors and GUI toolkits and how they apply object oriented principles What you will learn Implement objects in Python by creating classes and defining methods Separate different objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Design public interfaces using abstraction encapsulation and information hiding Turn your designs into working software by learning the Python syntax Share implementation using inheritance Add functionality to the existing classes and built ins using inheritance Share similar code between classes by abstracting it into a parent class Raise handle define and manipulate exceptions using special error objects Understand when to use object oriented features and more importantly when not to Learn what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it s so important in Python Utilize common Python 3 modules libraries and frameworks Who this book is for If you re new to Object Oriented Programming techniques or if you have basic Python skills and wish to learn in depth how and when to correctly apply Object Oriented Programming in Python this is the book for you If you are an object oriented programmer for other languages you too will find this book a useful introduction to Python as it uses terminology you are already familiar with Python 2 programmers seeking a leg up in the new world of Python 3 will also find the book beneficial and you need not necessarily know Python 2

Object Oriented Programming with Python Matthew D Passmore,2025-06-22 Object Oriented Programming with Python is your ultimate guide to mastering OOP in Python from fundamental concepts to advanced design principles Whether you re a beginner eager to level up your coding skills or an experienced developer aiming to write more scalable and professional applications this book is your one stop resource Explore the building blocks of OOP including classes objects encapsulation inheritance and polymorphism and learn how to apply them in practical real world scenarios Dive into SOLID

principles design patterns and architectural best practices that help you build robust systems that are easy to test extend and refactor You ll also find hands on examples and projects like a task manager and blog platform that reinforce key concepts and show how to structure your code like a true software engineer What You ll Learn Core OOP concepts and how Python implements them The difference between procedural and object oriented styles and when to use each Clean code practices that make your classes readable and testable How to leverage design patterns like Factory Strategy Singleton and Observer Scalable architecture patterns like MVC Layered Architecture and Dependency Injection Advanced topics like type hinting abstract base classes and asynchronous OOP How to build and test real world applications using modern Python tooling If you re ready to write Python code that s not only functional but also elegant maintainable and production ready this book is for you Empower your programming career with a deep understanding of Python s object oriented capabilities and start building cleaner smarter and more scalable applications today

Python 3 Object-oriented Programming Dusty Phillips,2015 About This Book Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical hands on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3 Who This Book Is For If you re new to object oriented programming techniques or if you have basic Python skills and wish to learn in depth when to correctly apply object oriented programming in Python to design software this is the book for you What You Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality by using inheritance Understand when to use object oriented features and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it s so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Explore the new AsyncIO module for developing massively concurrent network systems In Detail Python 3 Object oriented Programming Second Edition explains classes data encapsulation inheritance polymorphism abstraction and exceptions with an emphasis on when you can use each principle to develop well designed software It will not only guide you to create maintainable applications by studying higher level design patterns but will also help you grasp the complexities of string and file manipulation and how Python distinguishes between binary and textual data As a bonus you will also discover the joys of unit testing and the complexities of concurrent programming This book is packed with updated content to reflect recent changes to the core Python library that were not available when the highly rated first edition was originally published It has also been restructured and reorganized to improve the flow of knowledge and enhance the reading experience

Python Object-Oriented Programming Pythquill Publishing,2025-06-15 What You Will Learn in This Book Grasp the fundamental principles of Object Oriented Programming OOP including objects classes encapsulation abstraction inheritance and polymorphism and understand why they are crucial for modern software development Master Python s syntax for defining

and using classes and objects effectively managing instance and class attributes and implementing various types of methods instance class and static Implement data protection and information hiding through effective encapsulation strategies including the use of properties and understanding Python's attribute access conventions Simplify complex systems using abstraction learning to design clear class interfaces and leveraging Abstract Base Classes ABCs to enforce design contracts Build robust and reusable code hierarchies with inheritance understanding single multiple and multilevel inheritance method overriding and the proper use of super Apply polymorphism to create flexible and extensible code utilizing Python's duck typing and method overriding to allow objects of different types to respond to the same interface Leverage Python's powerful special methods dunder methods to customize object behavior enabling features like operator overloading custom string representations iteration and context management Streamline class creation and reduce boilerplate using modern Python features like dataclasses namedtuple and `__slots__` for improved code readability and performance Implement effective error handling strategies by understanding Python's exception model and creating custom exception hierarchies for more specific and maintainable error management Recognize and apply essential OOP design patterns Creational Structural and Behavioral to solve common software design problems fostering scalable and maintainable architectures Develop practical real world object oriented applications through guided case studies demonstrating how to apply OOP principles to build e-commerce systems games and data pipelines Write high quality testable OOP code by applying unit testing methodologies using unittest and pytest including techniques for testing class interactions and TDD Adhere to industry standard OOP best practices such as the SOLID principles DRY KISS and YAGNI along with guidelines for writing clean readable and refactorable object oriented Python code Explore advanced Python OOP concepts like metaclasses and descriptors to gain a deeper understanding of Python's object model and empower highly customizable designs

[Python 3 Object-Oriented Programming](#) Dusty Phillips, 2018-10-30 Uncover modern Python with this guide to Python data structures design patterns and effective object oriented techniques Key Features In depth analysis of many common object oriented design patterns that are more suitable to Python's unique style Learn the latest Python syntax and libraries Explore abstract design patterns and implement them in Python 3.8 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 This third edition of Python 3 Object Oriented Programming fully explains classes data encapsulation and exceptions with an emphasis on when you can use each principle to develop well designed software Starting with a detailed analysis of object oriented programming you will use the Python programming language to clearly grasp key concepts from the object oriented paradigm You will learn how to create maintainable applications by studying higher level design patterns The book will show you the complexities of string and file manipulation and how Python distinguishes between binary and textual data Not one but two very powerful automated testing systems unittest and pytest will be introduced in this book You'll get a comprehensive introduction to

Python's concurrent programming ecosystem By the end of the book you will have thoroughly learned object oriented principles using Python syntax and be able to create robust and reliable programs confidently What you will learn Implement objects in Python by creating classes and defining methods Grasp common concurrency techniques and pitfalls in Python 3 Extend class functionality using inheritance Understand when to use object oriented features and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Explore concurrent object oriented programming Who this book is for If you're new to object oriented programming techniques or if you have basic Python skills and wish to learn in depth how and when to correctly apply OOP in Python this is the book for you If you are an object oriented programmer for other languages or seeking a leg up in the new world of Python 3.8 you too will find this book a useful introduction to Python Previous experience with Python 3 is not necessary

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