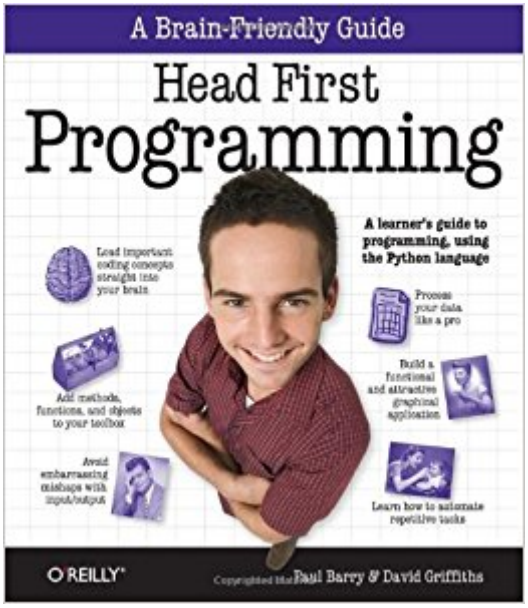
Head First Programming: A Learner's Guide To Programming Using The Python Language



Synopsis

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose.With a focus on programming concepts, this book teaches you how to:Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operatorsReuse code with functionsUse library code to save time and effortSelect the best data structure to manage complex dataWrite programs that talk to the WebShare your data with other programsWrite programs that test themselves and help you avoid embarrassing coding errorsWe think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Book Information

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Customer Reviews

About 'Head First' Books We think of a Head First Reader as a Learner Learning isn't something that just happens to you. It's something you do. You can't learn without pumping some neurons. Learning means building more mental pathways, bridging connections between new and pre-existing knowledge, recognizing patterns, and turning facts and information into knowledge (and ultimately, wisdom). Based on the latest research in cognitive science, neurobiology, and educational psychology, Head First books get your brain into learning mode. Here's how we help you do that: We tell stories using casual language, instead of lecturing. We don't take ourselves too seriously. Which would you pay more attention to: a stimulating dinner party companion, or a lecture? We make it visual. Images are far more memorable than words alone, and make learning much more effective. They also make things more fun. We use attention-grabbing tactics. Learning a new, tough, technical topic doesn't have to be boring. The graphics are often surprising, oversized, humorous, sarcastic, or edgy. The page layout is dynamic: no two pages are the same, and each one has a mix of text and images. Metacognition: thinking about thinking If you really want to learn, and you want to learn more quickly and more deeply, pay attention to how you pay attention. Think about how you think. The trick is to get your brain to see the new material you're learning as Really Important. Crucial to your well-being. Otherwise, you're in for a constant battle, with your brain doing its best to keep the new content from sticking.

Here's what we do: We use pictures, because your brain is tuned for visuals, not text. As far as your brain's concerned, a picture really is worth a thousand words. And when text and pictures work together, we embedded the text in the pictures because your brain works more effectively when the text is within the thing the text refers to, as opposed to in a caption or buried in the text somewhere. We use redundancy, saying the same thing in different ways and with different media types, and multiple senses, to increase the chance that the content gets coded into more than one area of your brain. We use concepts and pictures in unexpected ways because your brain is tuned for novelty, and we use pictures and ideas with at least some emotional content, because your brain is more likely to remember when you feel something. We use a personalized, conversational style, because your brain is tuned to pay more attention when it believes you're in a conversation than if it thinks you're passively listening to a presentation. We include many activities, because your brain is tuned to learn and remember more when you do things than when you read about things. And we make the exercises challenging-yet-do-able,

because that's what most people prefer. We use multiple learning styles, because you might prefer step-by-step procedures, while someone else wants to understand the big picture first, and someone else just wants to see an example. But regardless of your own learning preference, everyone benefits from seeing the same content represented in multiple ways. We include content for both sides of your brain, because the more of your brain you engage, the more likely you are to learn and remember, and the longer you can stay focused. Since working one side of the brain often means giving the other side a chance to rest, you can be more productive at learning for a longer period of time. We include challenges by asking questions that don't always have a straight answer, because your brain is tuned to learn and remember when it has to work at something. Finally, we use people in our stories, examples, and pictures, because, well, you're a person. Your brain pays more attention to people than to things.

David Griffiths began programming at age 12, after being inspired by a documentary on the work of Seymour Papert. At age 15 he wrote an implementation of Papert's computer language LOGO. After studying Pure Mathematics at University, he began writing code for computers and magazine articles for humans and he currently works in the UK, helping people to create simpler, more valuable software. He spends his free time traveling and time with his lovely wife, Dawn.Paul Barry is formally educated and trained in Computer Science and holds a Masters Degree in Computing Science. He has been programming professionally, on and off, for close to 25 years. Paul already has two textbooks to his name, and is also a Contributing Editor to Linux Journal magazine. His day job is with the Institute of Technology, Carlow in Ireland where he has spent over a decade preparing Ireland's next generation of computing folk to be productive in the workforce. His role as a third level educator affords him the opportunity to explore, learn and teach the very latest programming technologies and practices, which is something that he enjoys even though he knows this makes him a bonafide "geek". Paul lives just outside the town of Carlow in Ireland with his wife, two sons, daughter, dog and cat. There's a bunch of computers and a growing collection of music instruments in the house, too (and like a lot of the Head First family, Paul is a struggling guitarist trapped inside a geek's body). He has so far resisted any suggestion that the family acquire a hamster ... or a set of drums.

The head First series of leaning is by far one of the most ingenious and effective learning methods I've encountered. I work in the Software Dev field and wanted to expand my skillset in Python and Java.I've tried other study guides with marginal success - Head First is straight forward, easy to

understand, and the programs you write and run coupled with their methods of reniforcing programming principles really makes the learning enjoyable and I retain the material quite well.Do be advised that the 3rd Chapter is out of date now with Twitter authentication and the workaround is kind of involved. Since won't let me paste the URL here, if you google Head First forums, then follow the appropriate link, you can then create a forum account and search the Knowledge topics for Chap 3 Issue with Twitter auth.Back to the Head First series... the books are written for Python 3 users. I am running Python 2.7, so several of the programs and scripts they have you build, I have to do a lot of Google searching to get the commands I need to get the functions to run in Python 2.7. This is *NOT* a bad thing... the need to quickly Google for dev solutions at work is a daily task you will encounter anyway, so this gives good practice. Plus it really adds some nice seasoning to the various methods the book is teaching.As to this book (as well as all of Head First's books I study) I can't recommend them highly enough.I think you will be quite pleased with the things you make Python do as you work on the topics here. Enjoy and happy coding.

If you want a slow intro to computer science concepts involving programming, this is an outstanding place to start. Python is friendly, and like others I cannot say enough about the teaching premise of the Head First Series. It has encouraged me to purchase HF Software Development and Python. I just finished this book and I'm just starting the Python book. It's given me the courage to enroll in another programming language class at the college level and start an undergrad Computer Science curriculum without wondering about all of the remediation I might need during the first class.The friendly learning method aside, this is a seriously well written text. It has you developing a couple of apps in ways that most really develop, organically. It takes you through what are likely scenarios for some simple requests by people to do things that they show you how to do in a low key, no pressure learning method that will stay with you long after the book is on your shelf or passed to a friend.If you had trouble with a programming class, missed out on the software skills you wanted to develop this is an outstanding first book. Does not matter if you are 50 years old or 19.Not even thinking about it you learn about libraries, functions and code reuse. You learn how to do things you will no doubt see later if you continue with the series or head off to college or adult learning classes in any computer language. If you did scientific programming at one time and wanted to find a way to bite off newer technology which will let you not fear taking a College level android programming class or learning how to make an application, give this a try.I expect that you will find this is a very important connection to get you into programming, no matter what your background. Oh yeah, the python book suggested you have programming experience of some sort, this book was the perfect

answer. I now no longer say I’m going to learn programming, now I can build small programs which I think up and need to see a little more of the guts of the language, so the python book is my next read - for which I cannot wait. Starting today!Good work HF. I’m thinking the process would work well with languages and even to introduce other subjects like electromagnetics... if I have time one day I could definitely see trying to contribute to texts like this. Great stuff!

i don’t know why they call this book, "programming." i wanted a book that would mention a few languages - i wanted it to explain issues that are common to all programming. i wanted a book about arguments and parameters. object oriented programming vs procedure heavy languages. i didn’t want a book about python. it is well written though, and presents accessible information.

Well,I’m quite new to programming. Before reading this book all I knew was a difference between a variable and a constant and how to declare a variable.I started reading Head First HTML and CSS and loved the approach. I decided to give this book a try since I’m very interested in learning programming on my own.I’ve seen a few programming books or online tutorials that show you how to do stuff without any real world or real situation context.For example,you might find tutorials on what a list is and how it is different from a hash, but they wont tell you why use one versus the other and in what situation.The books does do that AND it provides a context. All the chapters consist of a very small story and a problem that you are required to fix, that way, when the problem is finally addressed, you have a clear understanding of what the code did to fix it.The main problem I have with this book is that many times it doesn’t explain what the code actually does. Sometimes it simply throws a piece of code with a VERY POOR explanation and I end up going to online tutorials to do some research before I can go on. I don’t really mind doing this but if a book requires for you to spend 60% of your time outside the book, clearly the book fails to accomplish its purpose.Also, today I spend like one hour trying to debug an issue where the code provided by the book, simply didn’t work. After asking on StackOverflow, someone was able to help me and pointed out not one but TWO errors on the book. I understand many tech books have errors but that doesn’t make it more acceptable.Anyway, the book has taught me so far some good programming concepts and overall Python is easy to follow.I recommend the book if you, like me, need context to understand content. But be aware that the book has errors, poorly explanations and that you’ll end up opening at least 3 user accounts in different online forums. Good luck!

Python: Programming: Your Step By Step Guide To Easily Learn Python in 7 Days (Python for

Beginners, Python Programming for Beginners, Learn Python, Python Language) Python: The Complete Python Quickstart Guide (For Beginner's) (Python, Python Programming, Python for Dummies, Python for Beginners) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Hacking with Python: Beginner's Guide to Ethical Hacking, Basic Security, Penetration Testing, and Python Hacking (Python Programming, Hacking, Python Coding, Python and Hacking Book 3) PYTHON: PYTHON'S COMPANION, A STEP BY STEP GUIDE FOR BEGINNERS TO START CODING TODAY! (INCLUDES A 6 PAGE PRINTABLE CHEAT SHEET)(PYTHON FOR BEGINNERS, PYTHON FOR DUMMIES, PYTHON PROGRAMMING) Head First Programming: A learner's guide to programming using the Python language PYTHON: LEARN PYTHON in A Day and MASTER IT WELL. The Only Essential Book You Need To Start Programming in Python Now. Hands On Challenges INCLUDED! (Programming for Beginners, Python) Python Programming: An In-Depth Guide Into The Essentials Of Python Programming (Included: 30+ Exercises To Master Python in No Time!) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Python: The Fundamentals Of Python Programming: A Complete Beginners Guide To Python Mastery. Python: Learn Python in a Day and Master It Well: The Only Essential Book You Need to Start Programming in Python Now Python Programming Guide + SQL Guide - Learn to be an EXPERT in a DAY!: Box Set Guide (Python Programming, SQL) Python Programming Advanced: A Complete Guide on Python Programming for Advanced Users Data Analytics and Python Programming: 2 Bundle Manuscript: Beginners Guide to Learn Data Analytics, Predictive Analytics and Data Science with Python Programming Python Programming for Beginners: A Comprehensive Guide to Learning the Basics of Python Programming Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API Oxford Learner's German Dictionary (Oxford Learner's Dictionary) PYTHON: Python Programming, Learn Coding Fast! (With 100 Tests & Answers for Interview) Crash Course, A Quick Start Tutorial Book with Hands-On Projects. In Easy Steps! An Ultimate Beginnerâ ™s Guide!

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