Python Programming for the Absolute Beginner

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Description

If you are new to programming with Python and are looking for a solid introduction, this is the book for you. Developed by computer science instructors, books in the *For the absolute beginner* series teach the principles of programming through simple game creation. You will acquire the skills that you need for more practical Python programming applications and you will learn how these skills can be put to use in real-world scenarios. Best of all, by the time you finish this book you will be able to apply the basic principles you've learned to the next programming language you tackle.

Features

Fun approach to a difficult topic

Readers will create games with Python as they learn the fundamentals of this programming language

The CD will include games that readers can cut and paste into their own Web site

The author provides challenges at the end of chapters to push readers to program on their own.

Python Programming for the Absolute Beginner Details

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Author : Michael Dawson
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From Reader Review Python Programming for the Absolute Beginner for online ebook

Scannerdarkly says

I love the challenges this book has at the end of a chapter.

This book is great, right up until you reach chapter 8, software objects. Why did the introduction of object-oriented programming made this book a joy to read into a headache. Read on...

Credit to the author, Python is a very big OOP language and you get to start making things and solving the problems (actually learning how to solve and code) straight away, but do understand Python can be programmed procedurally, without the headache of learning the theory being object-oriented programming.

The book follows 1) concepts 2) breakdown of code with concepts 3) code dump and challenge questions. It's a shame this is all done perfectly until OOP parts where the 'beginner' part of things and the necessary explanation, especially behind the terminology in OOP ("decorators" being something never explained too well yet used a lot) mean you have no choice but to type code out and try and asborb the barrage of difficulty the book becomes just over that halfway mark.

Good programming books that actually get you programming are hard to find. This may be one of them, just be prepared to struggle as you progress.

Alex says

Python is a high-level programming language built on the philosophy of making easily readable code. While it usually carries a performance penalty compared to some other languages, I think the coding process is a lot friendlier with Python.

This book gives a good tour of the language, in an interesting way, by working through multiple video game programs.

Jer says

Lent to: Mark Stewart

And I have Dan L's copy

Nickolai says

????? 1-8 ? 10 ???????????? ????? ???????? ??????? ??? ??????????????? ???????? ????? python. ????? 9 ???????? ?????? ?????????, ??????? ???????? ? ??????? ??????? ?????; ???? ?? ?????????, ????? ???? ???????? ????????. ? ??? ????? 11 ? 12 ???? ?? ??? "absolute beginner", ??? ? ???? ????? ??????, ???????? ???? ????????? ???????? ? ?????????? ? ??????? ???????????? ??????? ?????? ??? ???.

Ula says

It was really helpful in getting know python. Simple to understand with increasing complexity.
I'd like to learn about Django insted of Pygame and get more about GUI but even now this book was great.

James says

Okay as a basic introduction but not something I would refer back to.

Thea Steele says

Way too easy; I'm moving on.

Wenbin says

A great book for the absolute beginners just as the title says.

John Nicpon says

Excellent intro to Python and to how to properly code.

Andreas Kontokanis says

When I started the book I liked it very much. I was thinking why people give only 3 stars to a book that is so good that take you by the hand and makes you a programmer. I like the way that starts with showing examples and makes programs that they are simple enough and the challenges that you try to solve.
But as it went on I understood why only 3 starts. When it is getting to serious things as objects, classes and after with graphics and games it is a bad cookbook.
The examples for objects were too simple for a beginner like me to understand why don't use functions and after that I went on and I understood with more difficult program you see that even the challenges that gives are just to change some code because even author I believe knows that no beginner would write some more difficult program.
Another minus is that the book and is only for windows users (I hadn't problem with this as I have 3 os

system in my house but usually I worked in my linux old laptop and I couldn't install pygame etc.
The good thing was that with the good and interesting introduction I started to program simple things. I found and euler project so I understood more about how python works.
I think that this book it could be in 2 volumes. First one until OOP and the other to be a cookbook for some simple recipes etc. I didn't find anything educational at the end of the book.
I was just reading code that some modified libraries do something that someone wrote and it with a little magic it works. No real understanding.
It would be good find somewhere and some solutions of the challenges that many times something goes wrong and you don't know how to solve it. I give 3 stars because it made a beginner programmer.

Gene says

This was my third "go" at trying to grasp Python. The first was via an online tutorial, the second was from a different book that I had borrowed. I felt this book did a better job than the tutorial of teaching the fundamentals and was much better than the other text. A big strength was the end of chapter questions and projects. It forced me to really learn some concepts that I wouldn't otherwise have grasped. I now have a better feel for Object Oriented Programming than I did before. The book was also fun to read and the example programs were interesting and instructive.

The big drawback to me was in the final chapters that used the livewires module. I had a hard time getting that installed and working properly. I also felt that the entire book went a little downhill in terms of instruction at that point with lots of instructions passed over rapidly with little explanation. Perhaps it would have been better to simply learn to do what needs to be done in pygames rather than access pygames via livewires.

I also feel still a little unprepared to tackle the big project I have in mind, so I'll look to continue my studies in some other way. Perhaps an even better book would have left me feeling more confident and prepared for programming.

Jason says

This book was the assigned reading for an introduction-to-programming class that I recently completed.

I am one of the "absolute beginners" referred to in the book's title. :) The tone was enthusiastic and encouraging throughout the chapters. I would recommend this book to other absolute-beginner programmers.

Staji says

educational

Pierre says

I actually self-taught myself computer programming with this book. The text is easy to understand and follow, even for beginners. Concepts are presented clearly and concisely and with a bit of humor. The exercises are challenging, but not impossible. This book won't turn you into a coding guru, but it teaches you the basics of how computer programs work.

????????? ??????? says

This book so simple. I think that book for 6 ears old kids.