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Fluent python clear concise and effective programming

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects and understand how this affects popular design patternsObject-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritanceControl flow: leverage context managers, generators, coroutines, attribute descriptors, class decorators, and metaclasses work Get full access to Fluent Python, 2nd Edition and 60K+ other titles, with free 10-day trial of O'Reilly. There's also live online events, interactive content, certification prep materials, and more. Python's simplicity lets you become productive quickly, but often this means you aren't using everything it has to offer. With the updated edition of this hands-on guide, you'll learn how to write effective, modern Python 3 code by leveraging its best ideas. Don't waste time bending Python to fit patterns you learned in other languages. Discover and apply idiomatic Python 3 features beyond your past experience. Author Luciano Ramalho guides you through Python's core language features and libraries and teaches you how to make your code shorter, faster, and more readable. Featuring major updates throughout the book, Fluent Python, second edition, covers: Special methods: The key to the consistent behavior of Python objects Data structures: Sequences, dicts, sets, Unicode, and data classesFunctions as objects: First-class functions, related design patterns, and type hints in function declarationsObject-oriented idioms: Composition, inheritance, mixins, interfaces, operator overloading, static typing and protocolsControl flow: Context managers, generators, coroutines, async/await, and thread/process poolsMetaprogramming: Properties, attribute descriptors, class decorators, and new class metaprogramming hooks that are simpler than metaclasses Preface I. Data Structures 1. The Python Data Model 2. An Array of Sequences 3. Dictionaries and Sets 4. Unicode Text Versus Bytes 5. Data Class Builders 6. Object References, Mutability, and Recycling II. Functions as Objects 7. Functions as First-Class Objects 8. Type Hints in Functions 9. Decorators and Closures 10. Design Patterns with First-Class Functions III. Classes and Protocols, and ABCs 14. Inheritance: For Better or for Worse 15. More About Type Hints 16. Operator Overloading IV. Control Flow 17. Iterators, Generators, and Classic Coroutines 18. with, match, and else Blocks 19. Concurrent Executors 21. Asynchronous Programming V. Metaprogramming Author Get full access to Fluent Python and 60K+ other titles, with free 10-day trial of O'Reilly. There's also live online events, interactive content, certification prep materials, and more. Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python data model: understand how special methods are the key to the consistent behavior of objectsData structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode ageFunctions as objects: view Python functions as first-class objects, and understand how this affects popular design patternsObject-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritanceControl flow: leverage context managers, generators, coroutines, and concurrent.futures and asyncio packagesMetaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work Preface I. Prologue 1. The Python Data Model II. Data Structures 2. An Array of Sequences 3. Dictionaries and Sets 4. Text versus Bytes III. Functions as Objects 5. First-Class Functions 6. Design Patterns with First-Class Functions 7. Function Decorators and Closures IV. Object-Oriented Idioms 8. Object References, Mutability, and Recycling 9. A Pythonic Object 10. Sequence Hacking, Hashing, and Slicing 11. Interfaces: From Protocols to ABCs 12. Inheritance: For Good or For Worse 13. Operator Overloading: Doing It Right V. Control Flow 14. Iterables, Iterators, and Generators 15. Concurrency with asyncio VI. Metaprogramming 19. Dynamic Attributes and Properties 20. Attribute Descriptors 21. Class Metaprogramming Afterword A. Support Scripts Python Jargon Index I really enjoyed this book from Luciano. It is structured very well, making it suitable for future reference as well, but thanks to the numerous examples with call-outs and great skill in explaining concepts, it was a good read from start to finish as well. For absolute beginners this book is definitely too hard, but for those who have some experience, the book is bound to offer you something, and very likely to offer you a lot. Much which it teaches was familiar to me, but sometimes it doesn't h I really enjoyed this book from Luciano. It is structured very well, making it suitable for future reference as well, but thanks to the numerous examples with call-outs and great skill in explaining concepts, it was a good read from start to finish as well. For absolute beginners this book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience, the book is definitely too hard, but for those who have some experience at the book is definitely too hard. doesn't hurt to repeat. Moreover, I'm not the expert Luciano is, so some stuff I knew quite well, I now know the absolute core fundamentals of. There was also stuff I barely touched in Python though, or simply never heard of. Usually I mean small things (liked named slicing, and the `shelve` and `bisect` libraries), but some big topics are treated so indepth that it taught me a lot (about class meta programming and the subtleties of concurrent programming in Python for example). On the downside, the book does try to cover many, many topis, and despite the good structuring and explanations, sometimes it tends to have a tough time choosing between going in-depth all the way, or remaining at the surface. Also, in the final chapters I feel there were a lot more typo's and potentially some minor mistakes that have made the already difficult stuff in there slightly more challenging even. All in all, however, these are relatively minor criticisms. This book is really good. Highlights from the book for me:- Pt. 1, Ch. 1: The Python Data Model. This is the perfect example of how some of my pre-existing knowlegde has been grounded with stronger, more philosophical foundations. Great (re)read for pretty much any Python developer or beginner.- Pt. III: Functions As Objects. I believe many users are too unfamiliar with functional programming ideas, and these chapters give a great introduction to how to use functions in practical and abstract ways.- Pt. IV, Ch. 11: From Protocols to ABCs. A great chapter which covers Python code.- Pt. V: Control Flow. This entire part is very informative. I knew about generator expressions/functions, but the level of detail here to explain the exact differences between iterables and iterators, function/class approaches thereof, helped me grasp the concepts a lot more fundamentally. Furthermore there's three great chapters about concurrent programming that really gave me a great basis to build on. The difference between threads, callbacks and coroutines, and how coroutines are implemented as generator functions: wow.- Ch. 20: Attribute Descriptors: This chapter explanis the descriptor protocol, and how properties and class methods are examples of them. Pretty abstract stuff, but recommended to have read at least.YMVV, but these were the best chapters for me.I thought the book was great, and I would highly recommend it to anyone who's serious about getting better at Python, and wants to cover a lot of ground. ...more

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