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book as long as you have the interest to learn to program. TABLE OF CONTENTS 1. Introduction 2. Python Basics 3. Numbers, Operators, and In-built Functions 4. Strings 5. Lists and Arrays 6. Tuples and Dictionaries 7. Sets and Frozen Sets 8. Program Flow Control in Python

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.

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.

This book enables you to develop financial applications by harnessing Python's strengths in data visualization, interactive analytics, and scientific computing. You will be using popular libraries such as TensorFlow, Keras, sklearn, and so on to extend the functionalities of your financial applications by using smart machine learning techniques.

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Exploit various design patterns to master the art of solving problems using Python Key Features Master the application design using the core design patterns and latest features of Python 3.7 Learn tricks to solve common design and architectural challenges Choose the right plan to improve your programs and increase their productivity Book Description Python is an object-oriented scripting language that is used in a wide range of categories. In software engineering, a design pattern is an elected solution for solving software design problems. Although they have been around for a while, design patterns remain one of the top topics in software engineering, and are a ready source for software developers

to solve the problems they face on a regular basis. This book takes you through a variety of design patterns and explains them with real-world examples. You will get to grips with low-level details and concepts that show you how to write Python code, without focusing on common solutions as enabled in Java and C++. You'll also fnd sections on corrections, best practices, system architecture, and its designing aspects. This book will help you learn the core concepts of design patterns and the way they can be used to resolve software design problems. You'll focus on most of the Gang of Four (GoF) design patterns, which are used to solve everyday problems, and take your skills to the next level with reactive and functional patterns that help you build resilient, scalable, and robust applications. By the end of the book, you'll be able to effciently address commonly faced problems and develop applications, and also be comfortable working on scalable and maintainable projects of any size. What you will learn Explore Factory Method and Abstract Factory for object creation Clone objects using the Prototype pattern Make incompatible interfaces compatible using the Adapter pattern Secure an interface using the Proxy pattern Choose an algorithm dynamically using the Strategy pattern Keep the logic decoupled from the UI using the MVC pattern Leverage the Observer pattern to understand reactive programming Explore patterns for cloud-native, microservices, and serverless architectures Who this book is for This book is for intermediate Python developers. Prior knowledge of design patterns is not required to enjoy this book.

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