

Python 3 Appunti Di Un Programmatore Per Programmatori Programmazione Vol 1

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Opera in Seventeenth-Century Venice Carroll & Graf Pub

Bis zum Ersten Weltkrieg war Basel eine Stadt der Bürger: Eine Stadt ohne Adel und ohne regierendes Staatsbeamtenamt, politisch als Stadtstaat organisiert, mit einem gesellschaftlich bestimmenden Großbürgertum, das im Fernhandel, in der Seidenindustrie, im Bankgewerbe, später auch in der Chemischen Industrie viel Geld verdiente. Es war der reichste, mächtigste, kulturell tonangebende Teil des städtischen Bürgertums, 'Patriziat', das seine Position schon im Ancien Régime erlangt hatte. Die Geschichte der bürgerlichen Welt Basels wird hier, methodisch interessant, auf dreierlei Weise dargestellt. Als erstes beschreibt und analysiert Philipp Sarasin Strukturen, die das Verhalten der Individuen geprägt haben: generative Muster, Konjunkturverläufe, Einkommensverteilungen, Heiratskreise, symbolische Codes. Danach Perspektivenwechsel - erzählt wird die Lebensgeschichte eines einzelnen bürgerlichen Mannes: 'Oberst Rudolf Brüderlin, Bankier. Bericht über ein bürgerliches Leben'. Vielerlei wird sichtbar, der bürgerliche Alltag, Formen der sozialen Distinktion, bürgerliche Verkehrskreise, das Verhältnis von Privatheit und Öffentlichkeit und anderes mehr. Im dritten Teil schließlich geht es um drei Ereignisse, drei Situationen, in denen die Bürger über ihre Stadt geredet haben, um eine politische Krise, um eine jährliche Schlacht-Gedenkfeier und um ein historisches Festspiel. Die Untersuchung der Texte legt bürgerliche Wertorientierungen frei, die keineswegs so rational, modern und zivil waren, wie man in der

Bürgertumsforschung gemeinhin annimmt, zu der dieses interessant zu lesende Buch ein bedeutender Beitrag ist. Die erste Auflage ist 1990 im Verlag Helbing & Lichtenhahn erschienen und dort seit längerem vergriffen. Die 2. Auflage ist teils leicht gekürzt, teils erweitert und durchgehend überarbeitet.

bürgerliche Macht und städtische Gesellschaft : Basel 1846-1914 "O'Reilly Media, Inc."

A practical guide for developing end-to-end serverless microservices in Python for developers, DevOps, and architects. Key Features Create a secure, cost-effective, and scalable serverless data API Use identity management and authentication for a user-specific and secure web application Go beyond traditional web hosting to explore the full range of cloud hosting options Book Description Over the last few years, there has been a massive shift from monolithic architecture to microservices, thanks to their small and independent deployments that allow increased flexibility and agile delivery. Traditionally, virtual machines and containers were the principal mediums for deploying microservices, but they involved a lot of operational effort, configuration, and maintenance. More recently, serverless computing has gained popularity due to its built-in autoscaling abilities, reduced operational costs, and increased productivity. Building Serverless Microservices in Python begins by introducing you to serverless microservice structures. You will then learn how to create your first serverless data API and test your microservice. Moving on, you'll delve into data management and work with serverless patterns. Finally, the book introduces you to the importance of securing microservices. By the end of the book, you will have gained the skills you need to combine microservices with serverless computing, making their deployment much easier thanks to the cloud provider managing the servers and capacity planning. What you will learn Discover what microservices offer above and beyond other architectures Create a serverless application with AWS Gain secure access to data and resources Run tests on your configuration and code Create a highly available serverless microservice data API Build, deploy, and run your serverless configuration and code Who this book is for If you are a developer with basic knowledge of Python and want to learn how to build, test, deploy, and secure microservices, then this book is for you. No prior knowledge of building microservices is required.

A Catalogue of Living and Extinct Species Digital Index Editore

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Un viaggio da Php a Python - wxsagra Univ of California Press

This brilliant novel of obsession and revenge from the author of the bestselling *By Reason of Insanity* is one of the most darkly compelling stories of evil ever written. I recommend it unreservedly . . . but only (to) readers with strong stomachs and even stronger nerves.--Stephen King.

Das Schweizer Buch Sektion Ertragskunde

1977 to present. Citations to articles from more than 1,000 periodicals in all Western languages, including all major architectural journals published in the U.S. and Great Britain, as well as most South American, European and Japanese architecture-related periodicals.

[Avery Index to Architectural Periodicals](#) Edizioni Studium S.r.l.

Saper programmare un computer è una capacità oramai necessaria a chiunque voglia addentrarsi nello studio delle scienze. Da questo punto di vista, il linguaggio Python sta diventando sempre più popolare per la programmazione in ambito scientifico. Python è un linguaggio di alto livello che usa il paradigma della programmazione orientata agli oggetti (OOP). È un linguaggio semplice e, a differenza di altri linguaggi di programmazione, non richiede l'apprendimento di tecnicismi che spesso distolgono dal vero scopo: imparare a programmare! Questo libro propone una guida completa alla programmazione, fornendo i principi fondamentali utili ad esprimere con un algoritmo la soluzione ad un problema specifico. Nel libro sono schematizzate le problematiche ricorrenti della programmazione e per queste vengono presentati esempi e soluzioni corrette, efficienti ed eleganti. Il volume approfondisce i fondamentali della programmazione: la selezione e la iterazione, la ricorsione, le strutture dati complesse quali liste concatenate ed alberi e gli algoritmi di ricerca, ordinamento e il backtracking. I concetti teorici presentati vengono poi ampiamente applicati a problemi scientifici reali e ai giochi.

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[A complete guide to building, testing, and deploying microservices using serverless computing on AWS](#) CRC Press

"Collection of incunabula and early medical prints in the library of the Surgeon-general's office, U.S. Army": Ser. 3, v. 10, p. 1415-1436.

Le caprice HOEPLI EDITORE

Brill's Companion to the Reception of Euripides offers a comprehensive account of the reception of Euripides' plays over the centuries, across cultures and within a range of different fields, such as literature, intellectual history, visual arts, music, dance, stage and cinema.

Authors and Subjects. 2nd series La Scuola

The purpose of the volume is to provide a support for a first course in Mathematics. The contents are organised to appeal especially to Engineering, Physics and Computer Science students, all areas in which mathematical tools play a crucial role. Basic notions and methods of differential and integral calculus for functions of one real variable are presented in a manner that elicits critical reading and prompts a hands-on approach to concrete applications. The layout has a specifically-designed modular nature, allowing the instructor to make flexible didactical choices when planning an introductory lecture course. The book may in fact be employed at three levels of depth. At the elementary level the student is supposed to grasp the very essential ideas and familiarise with the corresponding key techniques. Proofs to the main results befit the intermediate level, together with several remarks and complementary notes enhancing the treatise. The last, and farthest-reaching, level requires the additional study of the material contained in the appendices, which enable the strongly motivated reader to explore further into the subject. Definitions and properties are furnished with substantial examples to stimulate the learning process. Over 350 solved exercises

complete the text, at least half of which guide the reader to the solution. This new edition features additional material with the aim of matching the widest range of educational choices for a first course of Mathematics.

La guida completa PorroSoftware

Un viaggio panoramico su tutto ciò che occorre sapere per avviare i primi passi nella programmazione con l'intelligenza artificiale, con consigli pratici derivati dall'esperienza dell'autore. Quali sono le possibilità di calcolo sofisticate offerte dall'intelligenza artificiale? Come creare un algoritmo per usarle? Quali sono i vantaggi e gli svantaggi? Come organizzare i dati? Come interpretare input e output? Come scegliere le librerie e gli strumenti di programmazione? Dove trovare materiale per approfondire? Questo volume, ricco di tabelle ed elenchi che consentono di capire subito quale soluzione adottare, risponde a tutte queste domande (e non solo) utilizzando un approccio pragmatico e operativo.

Sudoku 15x15 Large Print - Easy to Extreme - Volume 27 - 276 Puzzles Springer

When you buy this book you get an electronic version (PDF file) of the interior of this book. Become a master in solving large Sudoku 15x15. After solving all the puzzles in this book, you will be a Sudoku Pro. You start with easy Sudoku puzzles and you gradually build your way up to extremely hard Sudoku puzzles. Once you pick up this book, you won't be able to put it back down. You are warned! Only 1 large print puzzle per page, with lots of white space for scribbling. The goal of Sudoku 15x15 is to fill in the empty cells, one number in each, so that each column, row, and region contains the numbers 1 to 15 exactly once. Sudoku 15x15 Large Print - Easy to Extreme is a collection of 276 puzzles: 54 easy Sudoku 15x15 puzzles 54 medium Sudoku 15x15 puzzles 54 hard Sudoku 15x15 puzzles 54 extreme Sudoku 15x15 puzzles 60 extra logic puzzles I guarantee that every logic puzzle in this Sudoku puzzle book has been carefully checked to ensure that each puzzle has only 1 solution. None of the puzzles in this book will appear in any of the other PuzzleBooks.net books. Sudoku is also known as Number Place, Nanpure, Su Doku. Quite often Sudoku is misspelled as Suduko, Soduko, Sodoku, Sudoko, Suduku and Soduku.

Leopoldina Gustav Fischer

Il lavoro didattico nella scuola superiore dei nostri giorni porta spesso a ricercare percorsi tematici di lingua e letteratura, ricerche intertestuali e collegamenti interdisciplinari. Il libro si propone come strumento per approfondimenti di questo tipo, attraverso l'offerta di fonti letterarie e artistiche di epoche diverse, commentate da specialisti delle discipline coinvolte. Nowadays' high school teaching work often leads to look for theme paths of language and literature, intertextual research and interdisciplinary links. This book proposes itself as a tool for close examination of this type, through the offer of literary and artistic sources of different ages, provided with commentaries of experts of the involved subjects. Introduzione, di Gian Enrico Manzoni LE RADICI IDENTITARIE DELL'EUROPA Giuseppe Zanetto, Maratonomachi e Salaminomachi nella commedia attica antica Maria Pia Pattoni, Le guerre persiane nella tragedia attica di V secolo: i Persiani di Eschilo e il precedente di Frinico Maria Elena Gorrini, Maratona dopo Maratona. Onori ai caduti Ioannis M. Konstantakos, La campagna di Serse contro la Grecia: mito poetico e pensiero storico, da Eschilo a

Erodoto Gian Enrico Manzoni, L'exemplum latino delle guerre persiane: la regola e l'eccezione Paolo Cesaretti, Tra memoria culturale e propaganda imperiale. Le guerre persiane a Bisanzio Fabio Gasti, Il "mito" di Serse e la sua impresa: dalla storia alla retorica IL MITO Maria Pia Pattoni, Il mito come filtro interpretativo dell'attualità: la guerra di Troia nei tragici greci Fabio Gasti, I cristiani e la mitologia Gian Enrico Manzoni, Le articolazioni di un mito: la fondazione di Roma da Ennio a Ovidio IL SACRO Giuseppe Zanetto, Plutarco e Delfi; i dialoghi pitici Maria Pia Pattoni, La preghiera nei testi letterari della Grecia arcaica: contesti, forme e contenuti Paolo Cesaretti, Una città "cristiana"? Costantino imperatore e la sua "capitale" LA PATRIA DEI POETI: Giuseppe Zanetto, Da una patria all'altra: Archiloco tra Paros e Thasos Ioannis M. Konstantakos, Aristofane, poeta di Atene Gian Enrico Manzoni, Lucanus an Apulus anceps: la patria di Orazio

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CONCLUSION

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Nuova edizione: Supporto per Windows 10, ExFAT; nuove immagini esplicative. "Tecnologie e progettazione di sistemi informatici e di telecomunicazioni" (che abbrevieremo in TEPsIT) è una materia introdotta dalla recente riforma della scuola superiore ed è stata per la prima volta provata "sul campo" nell'anno scolastica 2012-13. Si tratta quindi di una materia nuova, anche se gran parte degli argomenti - in forma diversa - era già presente nel vecchio ordinamento. Le indicazioni ministeriali sugli argomenti oggetto del corso sono piuttosto generiche, e comprendono: Teoria dell'informazione; Sistemi operativi; Programmazione concorrente; Progettazione informatica; Programmazione di rete. Con l'eccezione del terzo punto, previsto per il quinto anno, non c'è neppure una distinzione precisa tra il terzo e quarto anno. Si tratta in ogni caso di argomenti molto vasti e in continua evoluzione, ed è praticamente impossibile svolgerli tutti allo stesso livello di approfondimento. La scelta di questo di libro di testo digitale è quella di presentare in ogni caso contenuti approfonditi, permettendo quindi ai docenti di "personalizzare" il corso in base ai propri gusti, conoscenze specifiche e richieste del territorio. La seconda scelta, è quella di spostare in questa materia la programmazione HTML e CSS, svolta in modo approfondito e ricco di esempi. L'obiettivo è quello di permettere attività pratiche di progettazione che sarebbero impossibili, nel terzo anno, per un progetto di programmazione: l'idea è di dare a TEPsIT la connotazione della "materia del web"; il tutto verrà rinforzato gli anni successivi con programmazione client-side, multimedia e nel quinto anno con la programmazione e i servizi server-side. L'eBook è organizzato in modo piuttosto semplice: è diviso in cinque MODULI principali, al loro interno troverete le varie sezioni organizzate in modo gerarchico, per facilitare la navigazione. Le sezioni sono generalmente: un'introduzione generale; l'esposizione degli argomenti, in modo gerarchico; sintesi dell'argomento; una sezione di approfondimento e di link esterni; esercizi. A fine modulo un breve riepilogo, con schemi riassuntivi ed esercizi conclusivi, generalmente più articolati di quelli visti nelle singole sezioni. A completare il tutto trovata alcune mappe mentali per meglio focalizzare gli argomenti. Al termine di ogni modulo troverete: una seconda serie di esercizi, un po' più articolati e generalmente senza soluzione (potrete rivolgervi al vostro professore per delucidazioni); spunti di riflessione su alcuni argomenti particolarmente spinosi. Il libro è ricco di definizioni: per aiutarvi a memorizzarle sono organizzate anche visivamente.

catalogo dei libri italiani dell'Ottocento (1801-1900) Società Editrice Esculapio

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax,

runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Algoritmi per l'intelligenza artificiale Società Editrice Esculapio

De la Renaissance à aujourd'hui, un caprice est une oeuvre poétique, picturale, gravée, musicale ou architecturale, voire cinématographique qui ne se soumet pas aux règles en usage et qui procède au contraire du génie. Ces études interrogent la possibilité d'envisager une cohérence entre les caprices, une sorte d'hyper-généricité du caprice qui transcenderait les frontières entre les arts.

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Python è un linguaggio di programmazione noto per una sintassi essenziale e per il suo utilizzo nello sviluppo di applicazioni molto complesse, tra cui numerose applicazioni web di successo - per le quali è spesso preferito a PHP, con cui però ha in comune la caratteristica di avere un'ampia disponibilità di librerie. Questa nuova edizione - aggiornata alla versione 3 di Python - introduce gli utenti Windows, Mac e Unix all'utilizzo di Python, partendo dai concetti fondamentali per poi passare alla pratica con esemplificazioni di complessità crescente.

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REVIEW OF PYTHON 3 APPUNTI DI UN PROGRAMMATORE PER PROGRAMMATORI PROGRAMMAZIONE VOL 1

- "Leaving Reality Behind.." is a myopic and biased account of a subject that just isn't that interesting. Unless you were one of the eToys.com employees or one of the 'cutting-edge European artists' of etoy, the 'Toywar' was quite simply a non-event for the rest of the planet. In essence, the authors (who clearly are sided and likely involved with the etoy camp) are trying to dress up a relatively trivial legal dispute over a domain name that is now about three years old. Why is this interesting?? Throw another 'yet-another-dotcom-story' on the pile.

- I love all of Lansdowne's regency romances. They've got adventure & romance & they always make me laugh out loud. And it's PG rated so you can loan it to your younger sibling without fear.