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This book will be simple and straightforward focusing on imparting learning through a wide array of examples that the readers can put into use as they read through the book They should not only be able to understand the way modules help in improving development but they should also be able to improvise on their techniques of writing concise and effective code

Software Engineering for Data Scientists Catherine Nelson,2024-04-16 Data science happens in code The ability to write reproducible robust scaleable code is key to a data science project s success and is absolutely essential for those working with production code This practical book bridges the gap between data science and software engineering and clearly explains how to apply the best practices from software engineering to data science Examples are provided in Python drawn from popular packages such as NumPy and pandas If you want to write better data science code this guide covers the essential topics that are often missing from introductory data science or coding classes including how to Understand data structures and object oriented programming Clearly and skillfully document your code Package and share your code Integrate data science code with a larger code base Learn how to write APIs Create secure code Apply best practices to common tasks such as testing error handling and logging Work more effectively with software engineers Write more efficient maintainable and robust code in Python Put your data science projects into production And more   UNIX Syed Mansoor Sarwar,Robert M. Koretsky,2016-11-03 UNIX The Textbook Third Edition provides a comprehensive introduction to the modern twenty first century UNIX operating system The book deploys PC BSD and Solaris representative systems of the major branches of the UNIX family to illustrate the key concepts It covers many topics not covered in older more traditional textbook approaches such as Python UNIX System Programming from basics to socket based network programming using the client server paradigm the Zettabyte File System ZFS and the highly developed X Windows based KDE and Gnome GUI desktop environments The third edition has been fully updated and expanded with extensive revisions throughout It features a new tutorial chapter on the Python programming language and its use in UNIX as well as a complete tutorial on the git command with Github It includes four new chapters on UNIX system programming and the UNIX API which describe the use of the UNIX system call interface for file processing process management signal handling interprocess communication using pipes FIFOs and sockets extensive coverage of internetworking with UNIX TCP IP using the client server software and considerations for the design and implementation of production quality client server software using iterative and concurrent servers It also includes new chapters on UNIX system administration ZFS and container virtualization methodologies using iocage Solaris Jails and VirtualBox Utilizing the authors almost 65 years of practical teaching experience at the college level this textbook presents well thought out sequencing of old and new topics well developed and timely lessons a Github site containing all of the code in the book plus exercise solutions and homework exercises problems synchronized with the didactic sequencing of chapters in the book With the exception of four chapters on system programming the book can be used very successfully by a complete novice as well as by an experienced UNIX system user in both an informal and formal

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