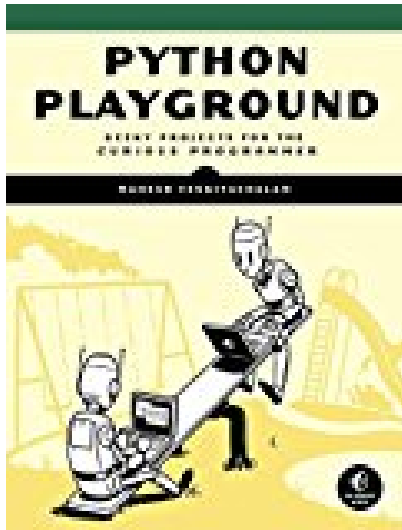


Python Playground Geeky Projects for the Curious Programmer



BOOK DETAILS

- Author : Mahesh Venkitachalam
- Pages : 352 Pages
- Publisher : No Starch Press
- Language : English
- ISBN : 1593276044

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BOOK SYNOPSIS

Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like:

- *Generate Spirograph-like patterns using parametric equations and the turtle module
- *Create music on your computer by simulating frequency overtones
- *Translate graphical images into ASCII art
- *Write an autostereogram program that produces 3D images hidden beneath random patterns
- *Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboarding techniques
- *Construct 3D visualizations using data from CT and MRI scans
- *Build a laser show that responds to music by hooking up your computer to an Arduino

Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

PYTHON PLAYGROUND GEEKY PROJECTS FOR THE CURIOUS

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