Python Playground

By Mahesh Venkitachalam

No Starch Inc. Feb 2016, 2016. Taschenbuch. Book Condition: Neu. 233x179x25 mm. Neuware - 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...

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