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# Matplotlib for Python Developers

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# Matplotlib For Python Developers Tosi Sandro

**Ivan Idris**



## **Matplotlib For Python Developers Tosi Sandro:**

**Matplotlib for Python Developers** Sandro Tosi, 2009-11-09 This is a practical hands on book with a lot of code and images It presents the real code that generates every image and describes almost every single line of it so that you know exactly what's going on Introductory descriptive and theoretical parts are mixed with examples so that reading and understanding them is easy All of the examples build gradually with code snippets their explanations and plot images where necessary with the complete code and output presented at the end This book is essentially for Python developers who have a good knowledge of Python no knowledge of Matplotlib is required You will be creating 2D plots using Matplotlib in no time at all

**Mastering matplotlib** Duncan M. McGreggor, 2015-06-29 matplotlib is a Python plotting library that provides a large feature set for a multitude of platforms Given the depth of the library's legacy and the variety of related open source projects gaining expert knowledge can be a time consuming and often confusing process You'll begin your exciting journey learning about the skills that are necessary in leading technical teams for a visualization project or to become a matplotlib contributor Supported by highly detailed IPython Notebooks this book takes you through the conceptual components underlying the library and then provides a detailed overview of its APIs From there you will learn about event handling and how to code for interactive plots Next you will move on to customization techniques local configuration of matplotlib and then deployments in Cloud environments The adventure culminates in an exploration of big data visualization and matplotlib clustering

*Interactive Applications Using Matplotlib* Benjamin V. Root, 2015-03-24 This book is intended for Python programmers who want to do more than just see their data Experience with GUI toolkits is not required so this book can be an excellent complement to other GUI programming resources

**Python Data Analysis** Ivan Idris, 2014-10-28 This book is for programmers scientists and engineers who have knowledge of the Python language and know the basics of data science It is for those who wish to learn different data analysis methods using Python and its libraries This book contains all the basic ingredients you need to become an expert data analyst

**Learning SciPy for Numerical and Scientific Computing - Second Edition** Sergio J. Rojas G., Erik A Christensen, Francisco J. Blanco-Silva, 2015-02-26 This book targets programmers and scientists who have basic Python knowledge and who are keen to perform scientific and numerical computations with SciPy

*Python Data Analysis Cookbook* Ivan Idris, 2016-07-22 Over 140 practical recipes to help you make sense of your data with ease and build production ready data apps About This Book Analyze Big Data sets create attractive visualizations and manipulate and process various data types Packed with rich recipes to help you learn and explore amazing algorithms for statistics and machine learning Authored by Ivan Idris expert in python programming and proud author of eight highly reviewed books Who This Book Is For This book teaches Python data analysis at an intermediate level with the goal of transforming you from journeyman to master Basic Python and data analysis skills and affinity are assumed What You Will Learn Set up reproducible data analysis Clean and transform data Apply advanced statistical analysis Create attractive data

visualizations Web scrape and work with databases Hadoop and Spark Analyze images and time series data Mine text and analyze social networks Use machine learning and evaluate the results Take advantage of parallelism and concurrency In Detail Data analysis is a rapidly evolving field and Python is a multi paradigm programming language suitable for object oriented application development and functional design patterns As Python offers a range of tools and libraries for all purposes it has slowly evolved as the primary language for data science including topics on data analysis visualization and machine learning Python Data Analysis Cookbook focuses on reproducibility and creating production ready systems You will start with recipes that set the foundation for data analysis with libraries such as matplotlib NumPy and pandas You will learn to create visualizations by choosing color maps and palettes then dive into statistical data analysis using distribution algorithms and correlations You ll then help you find your way around different data and numerical problems get to grips with Spark and HDFS and then set up migration scripts for web mining In this book you will dive deeper into recipes on spectral analysis smoothing and bootstrapping methods Moving on you will learn to rank stocks and check market efficiency then work with metrics and clusters You will achieve parallelism to improve system performance by using multiple threads and speeding up your code By the end of the book you will be capable of handling various data analysis techniques in Python and devising solutions for problem scenarios Style and Approach The book is written in cookbook style striving for high realism in data analysis Through the recipe based format you can read each recipe separately as required and immediately apply the knowledge gained

Understanding Optics with Python Vasudevan Lakshminarayanan,Hassen Ghalila,Ahmed Ammar,L. Srinivasa Varadharajan,2018-02-19 Optics is an enabling science that forms a basis for our technological civilization Courses in optics are a required part of the engineering or physics undergraduate curriculum in many universities worldwide The aim of Understanding Optics with Python is twofold first to describe certain basic ideas of classical physical and geometric optics second to introduce the reader to computer simulations of physical phenomena The text is aimed more broadly for those who wish to use numerical computational modeling as an educational tool that promotes interactive teaching and learning In addition it offers an alternative to developing countries where the necessary equipment to carry out the appropriate experiments is not available as a result of financial constraints This approach contributes to a better diffusion of knowledge about optics The examples given in this book are comparable to those found in standard textbooks on optics and are suitable for self study This text enables the user to study and understand optics using hands on simulations with Python Python is our programming language of choice because of its open source availability extensive functionality and an enormous online support Essentials of programming in Python 3 x including graphical user interface are also provided The codes in the book are available for download on the book s website Discusses most standard topics of traditional physical and geometrical optics through Python and PyQt5 Provides visualizations and in depth descriptions of Python s programming language and simulations Includes simulated laboratories where students are provided a hands on exploration of Python

software Coding and programming featured within the text are available for download on the book's corresponding website. Understanding Optics with Python by Vasudevan Lakshminarayanan, Hassen Ghalila, Ahmed Ammar and L. Srinivasa Varadharajan is born around a nice idea using simulations to provide the students with a powerful tool to understand and master optical phenomena. The choice of the Python language is perfectly matched with the overall goal of the book as the Python language provides a completely free and easy to learn platform with huge cross platform compatibility where the reader of the book can conduct his or her own numerical experiments to learn faster and better. Costantino De Angelis, University of Brescia, Italy. Teaching an important programming language like Python through concrete examples from optics is a natural and in my view very effective approach. I believe that this book will be used by students and appreciated greatly by instructors. The topic of modelling optical effects and systems where the students should already have a physical background provides great motivation for students to learn the basics of a powerful programming language without the intimidation factor that often goes with a formal computer science course. John Dudley, FEMTO-ST Institute, Besançon, France.

Software Tools zum interoperablen Austausch und zur Visualisierung von Geodatenätzen über das Internet Martin Schultz, Michael Decker, Sebastian Lühns, 2011. Aplicaciones gráficas con Python 3 Alberto Cuevas Álvarez, 2018-02-01. El presente libro tiene un objetivo claro: crear aplicaciones gráficas complejas con Python 3. Lo conseguiremos mediante tres librerías de su ecosistema: PyQt enlaza con la biblioteca gráfica Qt, permitiendo usarla desde Python; matplotlib empleada para generar gráficos en dos y tres dimensiones; NumPy especializada en cálculo numérico. Tras el conocimiento de las citadas herramientas y apoyándonos en más de 100 ejemplos prácticos se plantean y resuelven 17 aplicaciones de una cierta dificultad. El libro contiene material adicional que podrá descargar accediendo a la ficha del libro en [www.ram.es](http://www.ram.es). *Python 3. Curso Práctico* Alberto Cuevas Álvarez, 2016-10-14. El lenguaje de programación Python se ha convertido por méritos propios en uno de los más interesantes que existen en la actualidad, especialmente recomendable para las personas que se inician en el mundo de la programación. Su curva de aprendizaje no es tan grande como en otros lenguajes, lo que unido a una sintaxis legible, limpia y visualmente muy agradable, al hecho de ser software libre con la comunidad de usuarios especialmente activa y solidaria que eso conlleva, y a la potencia que nos proporciona tanto por el lenguaje en sí como por la enorme cantidad de librerías de que dispone, lo hacen apetecible a un amplio espectro de programadores, desde el novato al experto. Python se usa actualmente debido a su extraordinaria adaptabilidad a la posibilidad de incorporar código desarrollado en otros lenguajes o a la existencia de módulos y herramientas para casi cualquier campo imaginable, en prácticamente todos los ámbitos informáticos, desde el diseño web a la supercomputación. Este libro pretende ser una guía útil para descubrir desde cero y apoyándose en multitud de ejemplos explicados paso a paso sus fundamentos y aplicaciones. Para ello no solamente se recorren los elementos principales del lenguaje y su filosofía, sino que se conocen también varias de las librerías de su ecosistema que nos permitan crear aplicaciones gráficas completas y visualmente atractivas.

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