Starting Out with Python

THIRD EDITION

Tony Gaddis

PEARSON

Starting Out With Python 3rd Edition

Razvan A. Mezei

Starting Out With Python 3rd Edition:

    <u>Starting Out with Python, Global Edition</u> Tony Gaddis,2018-06-21 For courses in Python programming A clear and student friendly introduction to the fundamentals of Python In Starting Out with Python 4th Edition Tony Gaddis accessible coverage introduces students to the basics of programming in a high level language Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognise the logic behind developing high quality programs Starting Out with Python discusses control structures functions arrays and pointers before objects and classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples focused explanations and an abundance of exercises appear in every chapter Updates to the 4th Edition include revised improved problems throughout and new Turtle Graphics sections that provide flexibility as assignable optional material The full text downloaded to your computer With eBooks you can search for key concepts words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf available as a free download available online and also via the iPad and Android apps Upon purchase you ll gain instant access to this eBook Time limit The eBooks products do not have an expiry date You will continue to access your digital ebook products whilst you have your Bookshelf installed   *Starting Out with Python [Global Edition]* Tony Gaddis,2021-06-29 A clear and student friendly introduction to the fundamentals ofPython in StartingOut with Python 5th Edition Tony Gaddis accessible coverage introduces students to the basics of programming in a high level language Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognize the logic behind developing high quality programs StartingOut with Python discusses control structures functions and lists before classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples focused explanations and an abundance of exercises appear in every chapter Updates to the 5th Edition include a new chapter on database programming and new coverage of GUI programming string processing and formatting and turtle graphics topics Reach every student with Pearson MyLab Programming MyLab is the teaching and learning platform that empowers you toreach every student By combining trusted author content with digital tools and a flexible platform MyLab personalizes the learning experience and improves results for each student With Pearson MyLab Programming students work through hundreds of short auto graded coding exercises and receive immediate and h lpful feedback based on their work   **Starting Out with Python, Student Value Edition** Tony Gaddis,2017-03-06 For courses in Python programming A clear and student friendly introduction to the fundamentals of Python In Starting Out with Python R 4th Edition Tony Gaddis

accessible coverage introduces students to the basics of programming in a high level language Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognize the logic behind developing high quality programs Starting Out with Python discusses control structures functions arrays and pointers before objects and classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples focused explanations and an abundance of exercises appear in every chapter Updates to the 4th Edition include revised improved problems throughout and new Turtle Graphics sections that provide flexibility as assignable optional material Also Available with MyLab Programming MyLab TM Programming is an online learning system designed to engage students and improve results MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book Through practice exercises and immediate personalized feedback MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages Note You are purchasing a standalone product MyLab Programming does not come packaged with this content Students if interested in purchasing this title with MyLab Programming ask your instructor for the correct package ISBN and Course ID Instructors contact your Pearson representative for more information If you would like to purchase both the physical text and MyLab Programming search for 0134543661 9780134543666 Starting Out with Python Plus MyLab Programming with Pearson eText Access Card Package 4 e Package consists of 0134444329 9780134444321 Starting Out with Python 0134484967 9780134484969 MyLab Programming with Pearson eText Access Code Card for Starting Out with Python Students can use the URL and phone number below to help answer their questions http 247pearsoned custhelp com app home 800 677 6337   Starting Out with Python, Global Edition Tony Gaddis,2014-08-21 This text is intended for a one semester introductory programming course for students with limited programming experience In Starting Out with Python Third Edition Tony Gaddis evenly paced accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognize the logic behind developing high quality programs Starting Out with Python discusses control structures functions arrays and pointers before objects and classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples detail oriented explanations and an abundance of exercises appear in every chapter Teaching and Learning Experience This program presents a better teaching and learning experience for you and your students It will help Enhance Learning with the Gaddis Approach Gaddis s accessible approach features clear and easy to read code listings concise real world examples and exercises in every chapter Support

Instructors and Students Student and instructor resources are available to expand on the topics presented in the text Keep Your Course Current This edition s programs have been tested with Python 3 3 2 **Starting Out with Python** Tony Gaddis,2011-03-11 Tony Gaddis introduces students to the basics of programming and prepares them to transition into more complicated languages Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without troublesome syntax **Starting Out with Python PDF eBook, Global Edition** Tony Gaddis,2015-05-11 Note You are purchasing a standalone product MyProgrammingLab does not come packaged with this content If you would like to purchase both the physical text and MyProgrammingLab search for ISBN 10 0133862259 ISBN 13 978013386225 That package includes ISBN 10 0133582736 ISBN 13 9780133582734 and ISBN 10 0133759113 ISBN 13 9780133759112 MyProgrammingLab is not a self paced technology and should only be purchased when required by an instructor This text is intended for a one semester introductory programming course for students with limited programming experience It is also appropriate for readers interested in introductory programming In Starting Out with Python Third Edition Tony Gaddis evenly paced accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognize the logic behind developing high quality programs Starting Out with Python discusses control structures functions arrays and pointers before objects and classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples detail oriented explanations and an abundance of exercises appear in every chapter MyProgrammingLab for Starting Out with Python is a total learning package MyProgrammingLab is an online homework tutorial and assessment program that truly engages students in learning It helps students better prepare for class quizzes and exams resulting in better performance in the course and provides educators a dynamic set of tools for gauging individual and class progress Teaching and Learning Experience This program presents a better teaching and learning experience for you and your students It will help Personalize Learning with MyProgrammingLab Through the power of practice and immediate personalized feedback MyProgrammingLab helps students fully grasp the logic semantics and syntax of programming Enhance Learning with the Gaddis Approach Gaddis s accessible approach features clear and easy to read code listings concise real world examples and exercises in every chapter Support Instructors and Students Student and instructor resources are available to expand on the topics presented in the text Keep Your Course Current This edition s programs have been tested with Python 3 3 2 **Automate the Boring Stuff with Python, 3rd Edition** Al Sweigart,2025-05-20 The bestselling introduction to Python programming revised to include the latest Python features improved explanations and new chapters about databases and sound files If you ve ever spent hours renaming files or

updating hundreds of spreadsheet cells you know how tedious tasks like these can be But what if you could have your computer do this work for you In this fully revised third edition of Automate the Boring Stuff with Python you ll learn how to use Python to write programs that do in minutes what would take you hours to do by hand no prior programming experience required Early chapters will teach you the fundamentals of Python through clear explanations and engaging examples You ll write your first Python program work with strings lists dictionaries and other data structures then use regular expressions to find and manipulate text patterns Once you ve mastered the basics you ll tackle projects that teach you to use Python to automate tasks like Searching the web downloading content and filling out forms Finding extracting and manipulating text and data in files and spreadsheets Copying moving renaming or compressing saved files on your computerSplitting merging and extracting text from PDFs and Word documents Interacting with applications through custom mouse and keyboard macros Managing your inbox unsubscribing from lists and sending email or text notifications New to this edition All code and examples have been thoroughly updated You ll also find four new chapters on database integration speech recognition and audio and video editing as well as 16 new programming projects and expanded coverage of developer techniques like creating command line programs Don t spend your time on work a well trained monkey could do Even if you ve never written a line of code you can pass off that grunt work to your computer Learn how in Automate the Boring Stuff with Python *An Introduction to SAGE Programming* Razvan A. Mezei,2015-12-18 Features a simplified presentation of numerical methods by introducing and implementing SAGE programs An Introduction to SAGE Programming With Applications to SAGE Interacts for Numerical Methods emphasizes how to implement numerical methods using SAGE Math and SAGE Interacts and also addresses the fundamentals of computer programming including if statements loops functions and interacts The book also provides a unique introduction to SAGE and its computer algebra system capabilities discusses second and higher order equations and estimate limits and determines derivatives integrals and summations Providing critical resources for developing successful interactive SAGE numerical computations the book is accessible without delving into the mathematical rigor of numerical methods The author illustrates the benefits of utilizing the SAGE language for calculus and the numerical analysis of various methods such as bisection methods numerical integration Taylor s expansions and Newton s iterations Providing an introduction to the terminology and concepts involved An Introduction to SAGE Programming With Applications to SAGE Interacts for Numerical Methods also features An introduction to computer programming using SAGE Many practical examples throughout to illustrate the application of SAGE Interacts for various numerical methods Discussions on how to use SAGE Interacts and SAGE Cloud in order to create mathematical demonstrations Numerous homework problems and exercises that allow readers to practice their programming skillset A companion website that includes related SAGE programming code and select solutions to the homework problems and exercises An Introduction to SAGE Programming With Applications to SAGE Interacts for Numerical Methods is an ideal reference for applied mathematicians who need to employ

SAGE for the study of numerical methods and analysis The book is also an appropriate supplemental textbook for upper undergraduate and graduate level courses in numerical methods   Python Crash Course, 3rd Edition Eric Matthes,2023-01-10 Python Crash Course is the world s bestselling programming book with over 1 500 000 copies sold to date Python Crash Course is the world s best selling guide to the Python programming language This fast paced thorough introduction will have you writing programs solving problems and developing functioning applications in no time You ll start by learning basic programming concepts such as variables lists classes and loops and practice writing clean code with exercises for each topic You ll also learn how to make your programs interactive and test your code safely before adding it to a project You ll put your new knowledge into practice by creating a Space Invaders inspired arcade game building a set of data visualizations with Python s handy libraries and deploying a simple application online As you work through the book you ll learn how to Use powerful Python libraries and tools including pytest Pygame Matplotlib Plotly and Django Make increasingly complex 2D games that respond to keypresses and mouse clicks Generate interactive data visualizations using a variety of datasets Build apps that allow users to create accounts and manage their own data and deploy your apps online Troubleshoot coding errors and solve common programming problems New to this edition This third edition is completely revised to reflect the latest in Python code New and updated coverage includes VS Code for text editing the pathlib module for file handling pytest for testing your code as well as the latest features of Matplotlib Plotly and Django If you ve been thinking about digging into programming Python Crash Course will provide you with the skills to write real programs fast Why wait any longer Start your engines and code Covers Python 3 x   **Starting Out with Python®** Tony Gaddis,2019 In Starting Out with Python 4th Edition Tony Gaddis accessible coverage introduces students to the basics of programming in a high level language Python an easy to learn and increasingly popular object oriented language allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices With the knowledge acquired using Python students gain confidence in their skills and learn to recognize the logic behind developing high quality programs Starting Out with Python discusses control structures functions arrays and pointers before objects and classes As with all Gaddis texts clear and easy to read code listings concise and practical real world examples focused explanations and an abundance of exercises appear in every chapter Updates to the 4th Edition include revised improved problems throughout and new Turtle Graphics sections that provide flexibility as assignable optional material page 4 of cover   **Programming Python** Mark Lutz,2010 Provides information and tutorials on Python s application domains and its use in databases networking scripting layers and text processing   **Introduction to Computation and Programming Using Python, third edition** John V. Guttag,2021-01-26 The new edition of an introduction to the art of computational problem solving using Python This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries including numpy matplotlib random

pandas and sklearn It provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data as well as substantial material on machine learning All of the code in the book and an errata sheet are available on the book s web page on the MIT Press website **Deep Learning with Python, Third Edition** Francois Chollet,Matthew Watson,2025-09-30 The bestselling book on Python deep learning now covering generative AI Keras 3 PyTorch and JAX Deep Learning with Python Third Edition puts the power of deep learning in your hands This new edition includes the latest Keras and TensorFlow features generative AI models and added coverage of PyTorch and JAX Learn directly from the creator of Keras and step confidently into the world of deep learning with Python In Deep Learning with Python Third Edition you ll discover Deep learning from first principles The latest features of Keras 3 A primer on JAX PyTorch and TensorFlow Image classification and image segmentation Time series forecasting Large Language models Text classification and machine translation Text and image generation build your own GPT and diffusion models Scaling and tuning models With over 100 000 copies sold Deep Learning with Python makes it possible for developers data scientists and machine learning enthusiasts to put deep learning into action In this expanded and updated third edition Keras creator Fran ois Chollet offers insights for both novice and experienced machine learning practitioners You ll master state of the art deep learning tools and techniques from the latest features of Keras 3 to building AI models that can generate text and images About the book Deep Learning with Python Third Edition introduces deep learning from scratch Each chapter introduces practical code examples that build up your understanding of deep learning layer by layer You ll appreciate the intuitive explanations crisp color illustrations and clear examples In this expanded third edition you ll find fresh chapters on the transformers architecture building your own GPT like large language model and image generation with diffusion models Plus even DL veterans will benefit from the insightful explanations on the nature of deep learning About the reader For readers with intermediate Python skills No previous experience with Keras TensorFlow or machine learning is required About the author Fran ois Chollet is a software engineer at Google and creator of the Keras deep learning library Matthew Watson is a core maintainer of the Keras deep learning library focusing primarily on tools for Natural Language Processing Get a free eBook PDF or ePub from Manning as well as access to the online liveBook format and its AI assistant that will answer your questions in any language when you purchase the print book <u>Hello World! Third Edition</u> Warren Sande,Carter Sande,2019-11-29 Simple yet empowering Kids will be amazed at how quickly they can get productive James McGinn Bull Valley Key Features Learn to program with Python a language designed to be easy for beginners Written by father and son team Warren and Carter Sande Colorful pictures clever cartoons and fun examples Practice questions and exercises Kid tested and reviewed by professional educators Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About The Book With this book ANYONE can learn to write useful programs and games in Python Designed especially for readers 9 16 years

old this book is easy to read and use Printed in full color it s never boring with hands on practice and interesting graphics throughout Hello World Computer Programming for Kids and Other Beginners Third Edition introduces the world of computer programming in a clear and fun style Using Python a programming language designed to be easy to learn each engaging lesson teaches skills that apply to any kind of programming It brings to life the basic concepts of computing looping decisions input and output graphics and more Now in its third edition this international bestseller has been fully updated to Python 3 and includes a new chapter about how the internet works What You Will Learn Install Python and get set up for programming Math and data for programming Building GUIs for your programs Creating simple games Adding comments to your code Graphics sprites and collision detection Simulate pets and a lunar landing Where to go next on your programming journey This Book Is Written For Like the previous two editions Hello World Third Edition is not just for kids While the tone is light and engaging it doesn t talk down to the reader and beginners of any age will love its readability and sense of humor Written by Warren Sande and his son Carter it is full of examples that will get you thinking and learning Reviewed by professional educators this book is kid tested and parent approved You don t need to know anything about programming to use the book just the basics of using a computer If you can start a program and save a file you can learn to program using this book   *Programming the Raspberry Pi, Third Edition: Getting Started with Python* Simon Monk,2021-06-04 An up to date guide to creating your own fun and useful Raspberry PiTM programs This fully updated guide shows how to create inventive programs and fun games on your powerful Raspberry Pi with no programming experience required Programming the Raspberry PiTM Getting Started with Python Third Edition addresses physical changes and new setup procedures as well as OS updates to the current version 4 You will discover how to configure hardware and software write Python scripts create user friendly GUIs and control external electronics Step by step projects include a digital clock prototype and a fully functioning Raspberry Pi robot Configure your Raspberry Pi and explore its features Start writing and debugging Python programs Use strings lists functions and dictionaries Work with modules classes and methods Apply object oriented development methods Create user friendly games using Pygame Build intuitive user interfaces with guizero Interface with hardware using the gpiozero library Attach external electronics through the GPIO port Add powerful Web features to your projects   **Implementing Splunk 7, Third Edition** James D. Miller,2018-03-29 A comprehensive guide to making machine data accessible across the organization using advanced dashboards Key Features Enrich machine generated data and transform it into useful meaningful insights Perform search operations and configurations build dashboards and manage logs Extend Splunk services with scripts and advanced configurations to process optimal results Book Description Splunk is the leading platform that fosters an efficient methodology and delivers ways to search monitor and analyze growing amounts of big data This book will allow you to implement new services and utilize them to quickly and efficiently process machine generated big data We introduce you to all the new features improvements and offerings of Splunk 7 We cover the new

modules of Splunk Splunk Cloud and the Machine Learning Toolkit to ease data usage Furthermore you will learn to use search terms effectively with Boolean and grouping operators You will learn not only how to modify your search to make your searches fast but also how to use wildcards efficiently Later you will learn how to use stats to aggregate values a chart to turn data and a time chart to show values over time you ll also work with fields and chart enhancements and learn how to create a data model with faster data model acceleration Once this is done you will learn about XML Dashboards working with apps building advanced dashboards configuring and extending Splunk advanced deployments and more Finally we teach you how to use the Machine Learning Toolkit and best practices and tips to help you implement Splunk services effectively and efficiently By the end of this book you will have learned about the Splunk software as a whole and implemented Splunk services in your tasks at projects What you will learn Focus on the new features of the latest version of Splunk Enterprise 7 Master the new offerings in Splunk Splunk Cloud and the Machine Learning Toolkit Create efficient and effective searches within the organization Master the use of Splunk tables charts and graph enhancements Use Splunk data models and pivots with faster data model acceleration Master all aspects of Splunk XML dashboards with hands on applications Create and deploy advanced Splunk dashboards to share valuable business insights with peers Who this book is for This book is intended for data analysts business analysts and IT administrators who want to make the best use of big data operational intelligence log management and monitoring within their organization Some knowledge of Splunk services will help you get the most out of the book *ECEL 2016 - Proceedings of the 15th European Conference on e- Learning* , Proceedings of the 15th European Conference on e Learning ECEL 2016 **Learning Python** Mark Lutz,2013-06-12 Based on author Mark Lutz s popular training course this updated fifth edition will help you quickly write efficient high quality code with Python It s an ideal way to begin whether you re new to programming or a professional developer versed in other languages Provided by publisher Python for Data Science For Dummies John Paul Mueller,Luca Massaron,2023-11-07 Let Python do the heavy lifting for you as you analyze large datasets Python for Data Science For Dummies lets you get your hands dirty with data using one of the top programming languages This beginner s guide takes you step by step through getting started performing data analysis understanding datasets and example code working with Google Colab sampling data and beyond Coding your data analysis tasks will make your life easier make you more in demand as an employee and open the door to valuable knowledge and insights This new edition is updated for the latest version of Python and includes current relevant data examples Get a firm background in the basics of Python coding for data analysis Learn about data science careers you can pursue with Python coding skills Integrate data analysis with multimedia and graphics Manage and organize data with cloud based relational databases Python careers are on the rise Grab this user friendly Dummies guide and gain the programming skills you need to become a data pro MEMBERANTAS BUTA PROGRAM DENGAN BAHASA PYTHON Maulida Khiatuddin,Muhammad,2021-01-01 Perkembangan teknologi maklumat informasi yang cepat tanpa diikuti oleh kemampuan

sumber daya manusia untuk menguasainya menyebabkan bangsa Indonesia cenderung menjadi konsumen informatika ketimbang menjadi produsen baik perangkat keras maupun perangkat lunak Indonesia juga kekurangan tenaga pemogram sehingga banyak pemogram dari India dan Filipina yang bekerja di Indonesia Dari segi perangkat keras Indonesia tampaknya sulit untuk bersaing dalam jangka pendek dan menengah dengan negara yang memiliki budaya industri elektronika yang sudah mapan Tetapi dalam bidang perangkat lunak peluang terbuka lebar asal Indonesia dapat mendidik sebanyak mungkin sumber daya manusia untuk memampukan mereka menulis kode pemrograman Selama ini kebanyakan orang Indonesia cenderung hanya belajar untuk menggunakan perangkat lunak terapan aplikasi yang berada di lapisan luar jauh dari inti ilmu komputer sehingga tidak mampu mengendalikan komputer di luar kerangka yang dibuat oleh perusahaan pembuat terapan tersebut Paduan yang semakin erat antara teknologi informasi dan komunikasi memungkinkan perusahan besar mengendalikan jaringan komputer dari luar jurisdiksi tradisional sebuah negara Akibatnya pengguna komputer di Indonesia tidak mampu mengendalikan penggunaan jaringan komputer untuk kepentingan nasional dan beresiko terperangkap dalam program terapan bikinan perusahaan asing Indonesia sering terbata bata menghadapi perilaku perusahaan informatika raksasa yang merugikan kepentingan nasional misalnya tidak mau membayar pajak dari operasinya di Indonesia enggan untuk membasmi faham yang bertentangan dengan norma dan adat kebiasaan Indonesia seperti situs pornografi kekerasan dll Pemerintah terkesan ragu ragu menutup operasi perusahaan tersebut di Indonesia karena kalau ditutup rakyat Indonesia tidak punya pilihan untuk beralih kepada perangkat lunak alternatif Indonesia beresiko menjadi sangat tergantung atau malah terperangkap dalam permainan perusahaan asing yang membuat perangkat lunak Berdasarkan kenyataan di atas adalah suatu hal yang mendesak untuk memberantas buta huruf pemrograman komputer di kalangan rakyat dengan mendorong mereka menguasai bahasa pemrograman Dengan jumlah penduduk 250 juta jiwa membina 1% saja penduduk yang mahir pemrograman akan memunculkan generasi melek pemrograman yang mampu membuat berbagai perangkat lunak yang kreatif untuk memudahkan kehidupan manusia Apalagi kalau kita mampu mendidik 10% penduduk hal ini akan menjadikan Indonesia berpotensi menjadi negara produsen perangkat lunak yang besar Keahlian pemrograman tidak harus dari kalangan yang berlatar belakang informatika saja tetapi juga dari segala bidang mengingat komputer semakin merasuk dalam seluruh aspek kehidupan Sejak awal abad 21 manusia memasuki suatu masa yang disebut sebagai revolusi industri ke empat Industri 4 0 Revolusi industri pertama berlangsung sejak tahun 1760 yang ditandai dengan penggunaan energi air dan uap Revolusi industri ke dua dimulai sejak tahun 1870 dimana manusia mulai menggunakan energi listrik dan memulai produksi secara massal di pabrik pabrik Sejak tahun 1960 an dimulai revolusi industri ketiga dimana manusia beranjak dari teknologi mekanik dan elektronik analog ke elektronik digital serta otomatisasi dalam produksi industri Revolusi industri ke empat ditandai dengan otomatisasi yang dari jarak jauh yang terhubung dengan jaringan internet mobil internet benda internet of thing IoT melimpahnya komputer dalam segala bidang kecerdasan buatan dan pembelajaran mesin alat bisa

belajar sesuatu hal baru secara otomatis dengan data yang dicecokkan kepadanya Supaya tidak tergilas oleh revolusi ini kecelikan pemrograman programming literacy perlu diberikan kepada generasi muda Kalau dalam abad 20 murid dididik untuk menguasai BTH baca tulis hitung maka dalam abd 21 murid diajarkan untuk menguasai BTHP baca tulis hitung program Negara maju sangat memahami peran strategis celik melek pemrograman bagi warganya dalam rangka memperkuat industri kreatif mereka di masa depan Mereka mulai mendidik murid murid sekolah untuk mulai belajar bahasa komputer sejak usia kecil dan remaja Jepang memasukkan materi pemrograman komputer ke dalam kurikulum pendidikan mulai dari usia 12 tahun AS Massachusetts 12 tahun Italia 14 tahun Finlandia 14 16 tahun Serbia 15 tahun dan Singapura 16 tahun Sebelum belajar pemrograman murid murid tersebut sejak usia 6 tahun di Massachusetts sudah lebih dahulu diajarkan pengenalan teknologi informatika dan komunikasi TIK melalui penggunaan perangkat lunak terapan seperti menulis menggambar menghitung dsb Dalam penggunaan teknologi informasi anak Indonesia mungkin tidak kalah dengan anak Massachusetts cuma mungkin anak Indonesia kurang diarahkan untuk menggunakan perangkat TIK tersebut untuk menghasilkan sesuatu yang kreatif dan produktif tetapi lebih ke arah hiburan Untuk itu perlu dicari jalan yang paling mudah supaya banyak warga Indonesia dapat dengan mudah belajar untuk melakukan pemrograman Setelah membaca sejumlah kepustakaan tentang bahasa komputer yang perlu dipelajari untuk menguasai dengan cepat bahasa pemrograman pertama penulis berkesimpulan bahwa Python merupakan bahasa yang paling tepat untuk pelajar pemula program komputer Bahasa Python bukan saja mudah dipelajari tetapi juga berpeluang bagus untuk dapat diterapkan dalam pembuatan perangkat lunak untuk dunia usaha pendidikan hiburan keamanan kecerdasan buatan dll Pada awal tahun 2017 melalui Google penulis mencari bahan pelajaran pemrograman Python dalam bahasa Indonesia yang berisi lebih dari seratus halaman yang muncul hanya ada tiga Kalau kita cari bahan yang sama dalam bahasa Inggris dokumen yang berisi lebih dari seratus halaman yang muncul lebih dari seratus buah Banyak orang Indonesia belum menguasai bahasa Inggris dengan baik sehingga ada keterbatasan untuk mendapatkan bahan pembelajaran pemrograman Oleh karena itu dokumen ini diharapkan dapat menambah khazanah pembelajaran pemrograman Python untuk pemula dalam rangka memberantas buta huruf pemrograman Penulis berusaha menerjemahkan istilah istilah ilmu komputer dari bahasa Inggris ke dalam bahasa Indonesia karena dari pengalaman penulis sendiri pengertian yang nyata dan membumi sangat perlu sebagai dasar memahami sesuatu Perkembangan bahasa Indonesia sangat ini sangat tidak kreatif dan jauh dari rasa kebangsaan dimana istilah asing diserap begitu saja untuk mengantikan istilah yang sudah atau belum ada bahkan ini dilakukan oleh lembaga pemerintahan sehingga lama kelamaan bahasa Indonesia beresiko menjadi bahasa Inggris campur creole English contoh istilah pendidikan menjadi edukasi ketrampilan menjadi vokasi orang tenar menjadi selebriti terapan menjadi aplikasi pelawak menjadi komedian satpam menjadi sekuriti dlsb Bayangkan betapa bingungnya pelajar pemula ketika ingin memahami tentang istilah misalnya golongan dalam bahasa komputer ketika membaca kalimat yang terdapat dalam dua buku paket terbitan Kementerian

Pendididikan Nasional Class merupakan suatu blueprint atau cetakan untuk menciptakan suatu instant dari object Class adalah metode logical untuk organisasi data dan fungsi dalam tatanan yang sama Kalimat berikut merupakan kutipan dari buku lain terbitan salah satu perguruan tinggi negeri terkemuka Objek itu sendiri mempunyai template yang diistilahkan dengan golongan atau class Sebuah golongan merupakan template bagi objek objek yang akan dibuat Proses pembuatan objek baru dinamakan instantiasi Dari pada menggunakan penjelasan setengah bahasa Inggris dan setengah bahasa Indonesia yang sulit dimengerti oleh pelajar lebih baik digunakan saja definisi bahasa Inggris secara penuh seperti yang dikutip dari salah satu buku pemrograman python untuk pemula yang berbahasa Inggris class A template for creating your own data type which bundles up several related pieces of data dan define a bunch of methods for accessing and manipulating that data An instance of class is called object Penggunaan penjelasan dalam bahasa Inggris memiliki keuntungan yang besar di antaranya yaitu dapat menolong pelajar untuk menguasai bahasa Inggris sehingga mereka bisa mencapai sumber informasi yang tidak terbatas seperti di internet dan juga akan memampukan mereka berkarya di tingkat internasional seperti dibuktikan oleh pemrogram India yang bekerja di seluruh dunia Namun yang lebih penting adalah menulis dalam bahasa yang mudah dimengerti oleh pelajar pemula sehingga mereka betul betul paham tentang konsep baru yang kadang kadang terlalu abstrak untuk dijelaskan Ketika belajar sejarah di kelas 2 SMP penulis tidak memahami istilah zaman renaisan di Eropah Penulis bertanya kepada guru sejarah beliau juga tidak dapat menjelaskan apa arti renaisan baik dalam bahasa Indonesia ataupun dalam bahasa Aceh Ketika murid belum memahami konsep baru dalam bahasa Indonesia guru kadang kadang menjelaskan dalam bahasa Aceh agar murid betul betul mengerti Ketika belajar bahasa Perancis baru penulis memahami bahwa kata renaisan berasal dari renaissance dari kata rena tre yang berarti lahir kembali Istilah renaisan merujuk pada kelahiran kembali abad kegemilangan dengan berkembangnya kembali ilmu dan seni di Eropah setelah mengalami zaman kegelapan pasca runtuhnya peradaban Yunani dan Romawi Dengan menggunakan istilah bahasa Indonesia atau menciptakan padanan baru dalam bahasa Indonesia bukan dengan menyerap begitu saja istilah dari bahasa Inggris anak didik akan lebih meresapi konsep abstrak niskala di awang awang untuk menerapkannya dalam karya nyata Pada awalnya memang aneh kalau kata file disebut warkah dalam buku ini Tetapi kalau kita sering menggunakannya kata itu tidak akan aneh lagi misalnya daripada kata mendonlod lebih baik menggunakan kata mengunduh kata gawai sebagai pengganti kata gadget dll Disinilah pentingnya peran lembaga pembinaan bahasa Indonesia untuk memantau istilah yang baru muncul dalam bahasa Inggris dan segera menciptakan padanan istilah baru dalam bahasa Indonesia Orang Perancis misalnya terbiasa mengucapkan fichier bukan file ordinateur bukan computer donnees bukan data sortie bukan output logiciel bukan software progiciel bukan software package numerique bukan digital apprentissage artificiel bukan machine learning dlsb karena lembaga bahasa Perancis selalu berusaha menciptakan istilah baru untuk menghindari anglicisme keinggris inggrisan dalam perkembangan bahasa Perancis Dengan penerjemahan dan penciptaan istilah baru dalam bidang apa aja dan

menghindari penyerapan membabi buta dari bahasa asing kita akan dapat menjaga kelestarian bahasa Indonesia supaya tidak menjadi sekedar creole English bahasa Inggris rusak Keinginan penulis untuk menerjemahkan istilah Inggris ke dalam bahasa Indonesia juga dipicu oleh sebuah permintaan murid kelas 6 SD dalam sebuah forum tukar pendapat di internet Murid itu meminta kalau bisa bahasa yang menjelaskan tentang program komputer lebih disederhanakan agar anak anak bisa memahami Tapi salah seorang peserta curahan hati malah mengatakan kalau ingin mendalami pemrograman anak itu harus kuliah di jurusan ilmu komputer Peserta itu mungkin tidak baca sejarah bagaimana Bill Gates yang memulai pemrograman sejak usia SMP dan gagal di bangku kuliah tetapi bisa menjadi kaisar dalam dunia bisnis informatika Mudah mudahan bahasa buku ini dapat dimengerti oleh semua kalangan pembaca tidak tergantung dari latar belakang pendidikan mereka

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