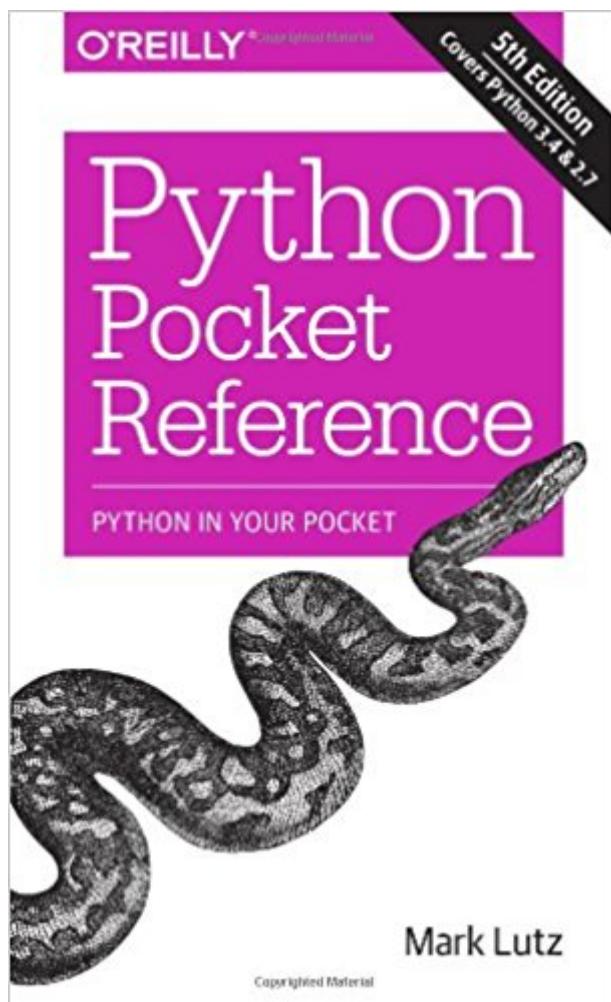


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Python Pocket Reference: Python In Your Pocket (Pocket Reference (O'Reilly))



Synopsis

Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz, "widely recognized as the world's leading Python trainer," *Python Pocket Reference* is an ideal companion to O'Reilly's classic Python tutorials, *Learning Python* and *Programming Python*, also written by Mark. This fifth edition covers:

- Built-in object types, including numbers, lists, dictionaries, and more
- Statements and syntax for creating and processing objects
- Functions and modules for structuring and reusing code
- Python's object-oriented programming tools
- Built-in functions, exceptions, and attributes
- Special operator overloading methods
- Widely used standard library modules and extensions
- Command-line options and development tools
- Python idioms and hints
- The Python SQL Database API

Book Information

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Customer Reviews

Mark Lutz is a leading Python trainer, the author of Python's earliest and best-selling texts, and a pioneering figure in the Python world. Mark is the author of the three O'Reilly books: *Learning Python*, *Programming Python*, and *Python Pocket Reference*, all currently in fourth or fifth editions. He has been using and promoting Python since 1992, started writing Python books in 1995, and

began teaching Python classes in 1997. As of Spring 2013, Mark has instructed 260 Python training sessions, taught roughly 4,000 students in live classes, and written Python books that have sold 400,000 units and been translated to at least a dozen languages. Together, his two decades of Python efforts have helped to establish it as one of the most widely used programming languages in the world today. In addition, Mark has been in the software field for 30 years. He holds BS and MS degrees in computer science from the University of Wisconsin where he explored implementations of the Prolog language, and over his career has worked as a professional software developer on compilers, programming tools, scripting applications, and assorted client/server systems. Mark maintains a training website (<http://learning-python.com>) and an additional book support site on the Web (<http://www.rmi.net/~lutz>).

Quick reference to be kept next to your keyboard.

If you're looking to get into Python and learn all there is to know, don't buy this. I bought this book for one simple reason: I don't always have an internet connection when writing some code. It's small, lightweight, and has all the crucial information I need when I have a brain fart.

I have the first edition that I bought many years ago and was quite thin. I bought the third edition several years ago and now I have bought this fifth edition. You might think I find these useful, right? This edition covers both Python2 and Python3. It's a good reference. They're going to start having to come out with two different versions pretty soon because this one is getting close to the limit of a good reference book size wise.

This is a great little book. I have had three revisions of it and plan to get the next one when it is published. I keep it in my mini 10v running ubuntu linux (9.10) netbook's sleeve when I travel. Perfect little reference and easily worth the cost.

I like this book because it provides a very succinct explanation of the features in the newest version of Python (ver 3.4 in 2014). It provides several short examples to illustrate many of its points and even offers some editorial remarks concerning various features of the language. It is a concise reference work and not intended as a book that a reader would normally use to learn Python.

Exactly what I was looking for. Compact and straight to the point.

i gave this 5 stars, then went back to 4. it gives commands and syntax, but no examples - so you REALLY need to know the command and just need a refresh. it's more like the top paragraph of a man page without the bottom section.

Listen, this is not a book with lesson plans or practical applications. It is a reference manual and it is very clearly presented and indexed. There is definitely some useless material in there from my perspective but that is how references work - they have to have everything for all sorts. Now for a book that shows you how to use Python scripts within the open-sourced Blender 3D modeling suite check out: *Blender Meets Python: Blender 2.6 Unites with Python 3 for a Completely 3D Relationship* (Volume 1)

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