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16. Program 1: Report File. Program 2: Read a file line by line and print it. Program 3: Remove all the lines that contain the character ` ` in a file and write it to another file. Program 4: Write a random number generator that generates random numbers between 1 and 6 (simulates a dice)

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second = 3 assigns an initial value of 3 to second. third = first * second third = 2 * 3 = 6. So variable third is initialized with a value of 6. print (first, second, third) prints the value of first, second, third as 2, 3 and 6 respectively. first = first + second + third first = 2 + 3 + 6 = 11.

Chapter 7: Python Fundamentals | Solutions of Computer ...

Sumita leverages her diversity of experiences from a 20+ year career to deliver next-generation media projects. Her multidisciplinary expertise in campus planning, architecture, and workplace strategy and design allows her to develop integrated and adaptable spaces for today ' s converged media environment. Having worked in Washington, D.C.;

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<p>A series of Book of Computers . The ebook version does not contain CD.</p>

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. 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 them for you? In this fully revised second edition of the best-selling classic 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. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

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Written in Accordance with CBSE Syllabus for Board Examination to be Held in 2009 and 2010 This textbook is a sequel to the Textbook of Computer Science for Class XI. It is written in a simple, direct style for maximum clarity. It comprehensively covers the Class XII CBSE syllabus of Computer Science (subject code 083). The goal of the book is to develop the student ' s proficiency in fundamentals and make the learning process creative, engrossing and interesting.

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A book on Computers

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a ' modern ' language even though its roots date back to the 1970s. Originally, C was designed for writing ' systems ' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

For B.Sc I yr students as per the new syllabus of UGC curriculum for all Indian Universities. The present book has two sections. Section I covers 1 which includes chapters on Mechanics, oscillations and Properties of Matter. Section II covers course 2 which includes chapters on Electricity, Magnetism and Electromagnetic theory.

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