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# Rapid Gui Programming With Python And Qt The Definitive To Pyqt Programming Prentice Hall Open Source Software Development

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Create GUI Applications with Python & Qt5 (PySide2 Edition)

Beginning Python

PySide GUI Application Development

Python GUI Programming with Tkinter

Python GUI Programming Cookbook

Programming in Go

Rapid Python Programming

Python GUI Programming Cookbook

Mastering GUI Programming with Python

Beginning PyQt

Create GUI Applications with Python & Qt6 (PySide6 Edition)

Rapid GUI Programming with Python and Qt

Rapid Python Programming

Advanced Python 3 Programming Techniques

Rapid GUI Programming with Python and Qt

Python GUI Programming with PyQt

Python for Beginners

Hands-On Enterprise Application Development with Python

Beginning Python

A Primer on Scientific Programming with Python

Python in Practice

Python GUI Programming Cookbook

Tkinter GUI Application Development Cookbook

Programming in Python 3

The Quick Tutorial to Learn Database Programming Using Python GUI with MariaDB and PostgreSQL

Core Python Programming

Python GUI Programming - A Complete Reference Guide

Rapid Web Applications with TurboGears  
The Quick Python Book  
Qt5 Python GUI Programming Cookbook  
Tkinter GUI Programming by Example  
Real World Instrumentation with Python  
Python GUI Programming with PAGE  
Rapid GUI Programming with Python and Qt  
Python GUI Programming with Tkinter  
Learning Python Application Development  
Advanced Qt Programming  
C++ GUI Programming with Qt4  
Maya Python for Games and Film  
Programming in Python 3

*Rapid Gui  
Programming  
With Python  
And Qt The  
Definitive To  
Pyqt  
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**CHASE MARQUES**

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**Create GUI  
Applications with  
Python & Qt5 (PySide2  
Edition)** Addison-Wesley

Professional  
Unlock the power of PAGE  
and create stunning  
Python GUIs with ease  
KEY FEATURES ● Explore  
RAD GUI programming

concepts in Python with real-world examples. ● Explore exciting third-party libraries for enhanced GUI development. ● Learn to incorporate third-party Tk and ttk widgets into your own Python programs. DESCRIPTION PAGE is a Tkinter-based GUI designer for Python, available for free and as an open-source tool. It generates native Python code, enabling users to swiftly create Graphical Interfaces for their Python programs. If you're eager to delve into GUI

development for your Python programs, then this book is your go-to resource. This comprehensive book is your guide from installing the PAGE designer to mastering the creation of complex GUI interfaces. It covers a wide range of topics, from building front-end interfaces for SQLite databases (and other databases) to utilizing the Canvas widget for drawing shapes and text. The book explores various aspects, including working with standard Tk widgets (such

as buttons and entry), leveraging the capabilities of the ttk toolkit, and extending GUI functionality through third-party widget libraries and custom widgets. Each chapter presents real-world usable programs that challenge readers to enhance their skills and become more productive in your programming careers. By the end of the book, you will possess the skills and knowledge to confidently develop your own GUI Python programs. WHAT YOU WILL LEARN ● Learn

how to install and start PAGE correctly. ● Explore the various widgets in the Tk and ttk toolkit that PAGE supports. ● Learn how to use graphic images in your projects. ● Understand how to communicate with a SQLite database and display data from it. ● Create projects that have more than one form and learn how to control those forms. WHO THIS BOOK IS FOR This book is for beginners and advanced Python programmers who wish to create attractive and logical user interfaces

for Python. It is also for professionals who wish to explore Rapid Application Development (RAD) techniques for creating Python GUI programs. TABLE OF CONTENTS Introduction 1. Introduction to PAGE 2. Going Further 3. Standard Tk Widgets 4. The Pinger Program 5. Using Graphics 6. Menus and Popup Menus 7. Using ttk Widgets 8. Custom Controls 9. Creating a SQLite Database Front End 10. Creating Custom Profiles 11. Using the Canvas Widget 12.

Conclusion  
*Beginning Python* CRC Press  
Over 90 recipes to help you develop widgets, forms, layouts, charts, and much more using the latest features of Python 3  
Key Features Use object-oriented programming to develop impressive GUIs in Python Create interesting charts to visually represent data using Matplotlib Develop GUIs with the latest versions of tkinter, PyQt5, and wxPython  
Book Description Python is a

multi-domain, interpreted programming language that is easy to learn and implement. With its wide support for frameworks to develop GUIs, you can build interactive and beautiful GUI-based applications easily using Python. This third edition of Python GUI Programming Cookbook follows a task-based approach to help you create effective GUIs with the smallest amount of code. Every recipe in this book builds upon the last to create an entire, real-life GUI application. These

recipes also help you solve problems that you might encounter while developing GUIs. This book mainly focuses on using Python's built-in tkinter GUI framework. You'll learn how to create GUIs in Python using simple programming styles and object-oriented programming (OOP). As you add more widgets and expand your GUI, you will learn how to connect to networks, databases, and graphical libraries that greatly enhance the functionality of your GUI. You'll also learn how to

use threading to ensure that your GUI doesn't become unresponsive. Toward the end, you'll learn about the versatile PyQt GUI framework, which comes along with its own visual editor that allows you to design GUIs using drag and drop features. By the end of the book, you'll be an expert in designing Python GUIs and be able to develop a variety of GUI applications with ease. What you will learn Create amazing GUIs with Python's built-in tkinter module Customize

GUIs using layout managers to arrange GUI widgets Advance from the typical waterfall coding style to an OOP style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make GUIs responsive Discover ways to connect GUIs to a MySQL database Understand how unit tests can be created and internationalize GUI Delve into the world of GUI creation using PyQt5 Who this book is for

If you're a programmer or developer looking to enhance your Python skills by writing powerful GUI applications, this book is for you. Familiarity with the Python programming language is necessary to get the most out of the book. PySide GUI Application Development Pearson Education Master the programming skills you need to build a solid foundation in Python programming and learn how to build awesome GUI applications with PyQt! Have you always

wanted to get into programming, but have difficulty deciding which language to commit to as your first language or don't feel smart enough? Do you want to learn how to design intuitive user interfaces? If you answered yes to any of the questions above, then Python is the programming language you need to adopt. Python is an extremely versatile language and is found everywhere in the tech industry. From web development to data science and machine

learning, Python doesn't seem to be going anywhere and will be around for a long time. It is also relatively easier to learn and has more support, making it perfect for beginners. In this guide, you're going to learn how to master the basics of Python, from the essentials of Python to creating your own user interfaces, this guide has everything you need to build basic applications using Python and is the perfect introductory guide. In Python GUI Programming with PyQt,

you're going to learn: Everything you need to know about the Python programming language to get started on the right foot Step-by-step instructions to install Python on your machine of choice How to execute Python scripts on Windows, Linux, and macOS How to write and run your very first Python program All you need to know about Python syntax-from keywords and statements to comments A crash guide to Python data types-from numbers and strings to lists and

tuples How to accept user inputs from other people using your script in your Python program How to convert Python data from one type to another Controlling program flow with decision-making constructs and control structures and statements How to build your very first GUI application in Python with PyQt ...and tons more! Whether you're a complete programming novice and have never written a line of code before, or you're a seasoned programmer looking to add Python to



skillset and take your programming chops to the next level, this book has everything you need to build a solid foundation in Python and start writing useful programs and designing simple user interfaces right out the gate. Scroll to the top of the page and click the "Buy Now" button to get started today!

[Python GUI Programming with Tkinter](#) Packt Publishing Ltd

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent,

and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, *Programming in Python 3* brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his

many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes *Developing in Python*

using procedural, object-oriented, and functional programming paradigms  
 Creating custom packages and modules  
 Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing  
 Leveraging advanced data types, collections, control structures, and functions  
 Spreading program workloads across multiple processes and threads  
 Programming SQL databases and key-value DBM files  
 Utilizing Python's regular

expression mini-language and module Building usable, efficient, GUI-based applications  
 Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more  
 Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac

OS X.

Python GUI Programming Cookbook Packt Publishing Ltd

Write good-looking user interface programs that run on Windows, Mac OS X, and Linux rapidly and easily with PyQt. Covering all the fundamentals, this new volume provides a short conversion course for those not yet familiar with Python and then devotes the majority of its pages to PyQt4 programming.

**Programming in Go**

Pearson Education

Python is an amazing

programming language. It can be applied to almost any programming task. It allows for rapid development and debugging. Getting started with Python is like learning any new skill: it's important to find a resource you connect with to guide your learning. Luckily, there's no shortage of excellent books that can help you learn both the basic concepts of programming and the specifics of programming in Python. With the abundance of resources, it can be

difficult to identify which book would be best for your situation. Python for Beginners is a concise single point of reference for all material on python. Provides 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 Offers practical advice for each major area of development with both Python 3.x and Python 2.x Based on the latest

research in cognitive science and learning theory Helps the reader learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features This book focuses on enthusiastic research aspirants who work on scripting languages for automating the modules and tools, development of web applications, handling big data, complex calculations, workflow creation, rapid prototyping, and other software development

purposes. It also targets graduates, postgraduates in computer science, information technology, academicians, practitioners, and research scholars.

### Rapid Python

Programming Martin Fitzpatrick

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax. Beginning programmers will quickly learn to

develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators. Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications. Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP. Python GUI Programming

Cookbook Pearson Education

Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit. Key Features Explore Tkinter's powerful features to easily design and customize your GUI application. Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description Tkinter is a

lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your

application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility,

mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn Implement the tools provided by Tkinter to design beautiful GUIs Discover cross-platform development through minor customizations in your existing application Visualize graphs in real

time as data comes in using Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regressions when updating code Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.  
*Mastering GUI Programming with Python*  
 Springer  
 Develop more dynamic and robust GUI

applications using PySide, an open source cross-platform UI framework About This Book Designed for beginners to help you get started with GUI application development Develop your own applications by creating customized widgets and dialogs Written in a simple and elegant structure so you easily understand how to program various GUI components Who This Book Is For This book is written for Python programmers who want to learn about GUI

programming. It is also suitable for those who are new to Python but are familiar with object-oriented programming. What You Will Learn Program GUI applications in an easy and efficient way Download and install PySide, a cross-platform GUI development toolkit for Python Create menus, toolbars, status bars, and child windows Develop a text editor application on your own Connect your GUI to a database and manage it Execute SQL queries by handling databases In Detail

Elegantly-built GUI applications are always a massive hit among users. PySide is an open source software project that provides Python bindings for the Qt cross-platform UI framework. Combining the power of Qt and Python, PySide provides easy access to the Qt framework for Python developers and also acts as an excellent rapid application development platform. This book will take you through everything you need to know to develop UI applications. You will learn

about installing and building PySide in various major operating systems as well as the basics of GUI programming. The book will then move on to discuss event management, signals and slots, and the widgets and dialogs available with PySide. Database interaction and manipulation is also covered. By the end of this book, you will be able to program GUI applications efficiently and master how to develop your own applications and how to

run them across platforms. Style and approach This is an accessible and practical guide to developing GUIs for Python applications. **Beginning PyQt** Pearson Education As one of the more versatile programming languages, Python is well-known for its batteries-included philosophy, which includes a rich set of modules in its standard library; Tkinter is the library included for building desktop applications. Due to this, Tkinter is a common

choice for rapid GUI development, and more complex applications can ...

*Create GUI Applications with Python & Qt6*

*(PySide6 Edition)* Packt Publishing Ltd

Over 80 object-oriented recipes to help you create mind-blowing GUIs in

Python About This Book

Use object-oriented programming to develop

amazing GUIs in Python

Create a working GUI

project as a central

resource for developing

your Python GUIs Packed

with easy-to-follow

recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the

GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely



used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the

least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe,

connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your

programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application. [Rapid GUI Programming with Python and Qt](#) Addison-Wesley  
 Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python

releases—learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-

oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition , leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python

programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI

development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good

programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance

I/O-bound applications by using multithreading  
 Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite  
 Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

Rapid Python

Programming Apress

The Insider's Best-Practice Guide to Rapid PyQt 4 GUI Development Whether you're building GUI prototypes or full-fledged cross-platform GUI

applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces

every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples--all tested on Windows,

Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3. Coverage includes Python basics for every PyQt developer: data types, data structures, control structures, classes, modules, and more Core PyQt GUI programming techniques: dialogs, main windows, and custom file formats Using Qt Designer to design user interfaces, and to implement and test dialogs, events, the Clipboard, and drag-and-drop Building custom

widgets: Widget Style Sheets, composite widgets, subclassing, and more Making the most of Qt 4.2's new graphics/view architecture Connecting to databases, executing SQL queries, and using form and table views Advanced model/view programming: custom views, generic delegates, and more Implementing online help, internationalizing applications, and using PyQt's networking and multithreading facilities Advanced Python 3 Programming Techniques

Packt Publishing Ltd  
The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required

background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing

computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us

who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific

computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 “This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python...” Joan Horvath, Computing Reviews, March 2015  
**Rapid GUI**

**Programming with Python and Qt** Packt Publishing Ltd Architect scalable, reliable, and maintainable applications for enterprises with Python Key FeaturesExplore various Python design patterns used for enterprise software developmentApply best practices for testing and performance optimization to build stable applicationsLearn about different attacking strategies used on enterprise applications and how to avoid

themBook Description Dynamically typed languages like Python are continuously improving. With the addition of exciting new features and a wide selection of modern libraries and frameworks, Python has emerged as an ideal language for developing enterprise applications. Hands-On Enterprise Application Development with Python will show you how to build effective applications that are stable, secure, and easily scalable. The book is a detailed guide to building

an end-to-end enterprise-grade application in Python. You will learn how to effectively implement Python features and design patterns that will positively impact your application lifecycle. The book also covers advanced concurrency techniques that will help you build a RESTful application with an optimized frontend. Given that security and stability are the foundation for an enterprise application, you'll be trained on effective testing, performance analysis, and

security practices, and understand how to embed them in your codebase during the initial phase. You'll also be guided in how to move on from a monolithic architecture to one that is service oriented, leveraging microservices and serverless deployment techniques. By the end of the book, you will have become proficient at building efficient enterprise applications in Python. What you will learn Understand the purpose of design patterns and their impact

on application lifecycleBuild applications that can handle large amounts of data-intensive operationsUncover advanced concurrency techniques and discover how to handle a large number of requests in productionOptimize frontends to improve the client-side experience of your applicationEffective testing and performance profiling techniques to detect issues in applications early in the development cycleBuild applications with a focus on securityImplement



large applications as microservices to improve scalability. Who this book is for: If you're a developer who wants to build enterprise-grade applications, this book is for you. Basic to intermediate-level of programming experience with Python and database systems is required to understand the concepts covered in this book.

[Python GUI Programming with PyQt](#) John Wiley & Sons

Python is a flexible, easy to learn high level programming language.

With a few short lessons you can rapidly develop new tools in no time with little or no difficulty. With "Rapid Python Programming" you will truly master a "Pythonic" approach to programming, and harness Python's full power to write robust exceptional code. This book quickly builds from beginner to intermediate, and walks you through hands-on exercises on advanced topics such as web applications, GUI, network programming, gaming, and stock

analysis. You will learn to access structured and unstructured data from local files, databases, and the internet. This book can be used as a reference to help guide you in your efforts to create solutions for a variety of medium-scale projects. Programs by nature evolve towards complexity and most languages foster the ability to design in a structured way even if the language is not a structured programming language. Python is flexible and gives you the

opportunity to code in many styles from object oriented and imperative to functional, or structured programming. Python for Beginners CRC Press  
Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide

you can use to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and

pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the

start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects  
Hands-On Enterprise Application Development with Python Packt Publishing Ltd  
In this book, you will

create two MariaDB and PostgreSQL driven projects using PyQt. The step-by-step guide in this book is expected to help the reader's confidence to become a programmer who can solve database programming problems. A progressive project is provided to demonstrate how to apply the concepts of MariaDB and PostgreSQL using Python. In second chapter, you will learn PyQt that consists of a number of Python bindings for cross-platform applications that combine all the strengths

of Qt and Python. By using PyQt, you can include all Qt libraries in Python code, so you can write GUI applications in Python. In other words, you can use PyQt to access all the features provided by Qt through Python code. Because PyQt depends on the Qt libraries at run time, you need to install PyQt. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database

configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In this chapter, you will join the six

classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter five, you will create and configure PostgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect\_id (primary key), suspect\_name, birth\_date, case\_date, report\_date, suspect\_status, arrest\_date, mother\_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and

delete for this table. In chapter six, you will create a table with the name Feature\_Extraction, which has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create two tables, Police and Investigator. The Police table has six

columns: police\_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter eight, you will create two tables, Victim and Case\_File. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date,

gender, address, telephone, and photo. The Case\_File table has seven columns: case\_file\_id (primary key), suspect\_id (foreign key), police\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well. *Beginning Python* Pearson Education Learn how to develop your own applications to monitor or control instrumentation

hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed

examples to develop an interface with Python and C. Organized by interface type, data processing activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important. Learn how to use industry-standard interfaces such as RS-232,

RS-485, and GPIB. Create low-level extension modules in C to interface Python with a variety of hardware and test instruments. Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces. Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch. **A Primer on Scientific Programming with Python** BPB Publications. An advanced guide to creating powerful high-performance GUIs for

modern, media-rich applications in various domains such as business and game development. Key Features: Gain comprehensive knowledge of Python GUI development using PyQt 5.12. Explore advanced topics including multithreaded programming, 3D animation, and SQL databases. Build cross-platform GUIs for Windows, macOS, Linux, and Raspberry Pi. Book Description: PyQt5 has long been the most powerful and

comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available for Python programmers to learn how to use it. This book will be your comprehensive guide to exploring GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will learn how to build forms using QWidgets and delve into important aspects of GUI

development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency

processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will

learnGet to grips with the inner workings of PyQt5 Understand how elements in a GUI application communicate with signals and slots Study techniques for styling an application Explore database-driven applications with the QtSQL module Create 2D

graphics with QPainter Delve into 3D graphics with QOpenGLWidget Build network and web-aware applications with QtNetwork and QtWebEngine Who this book is for This book is for programmers who want to create attractive, functional, and powerful

GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

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