

1) Enter Sentence: Python is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its high-level built-in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance. Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

2) Often, programmers fall in love with Python because of the increased productivity it provides. Since there is no compilation step, the edit-test-debug cycle is incredibly fast. Debugging Python programs is easy: a bug or bad input will never cause a segmentation fault. Instead, when the interpreter discovers an error, it raises an exception. When the program doesn't catch the exception, the interpreter prints a stack trace.

3) A source level debugger allows inspection of local and global variables, evaluation of arbitrary expressions, setting breakpoints, stepping through the code a line at a time, and so on. The debugger is written in Python itself, testifying to Python's introspective power. On the other hand, often the quickest way to debug a program is to add a few print statements to the source: the fast edit-test-debug cycle makes this simple approach very effective.

4) In this directory I place short essays (anything from 500 to 5000 words) on various Python subjects. See also a collection of presentations I have given. See also my blog at blogspot.com and my previous blog at artima.com.

5) Written in 1996, this gives an overview of the early history and background of Python and some of my philosophy.

1) about software design and project management See also my fo

2) reword to the 2nd edition

3) Python is a programming language It was made to be open

4) source and easy to read A Dutch programmer named Guido van Rossum made

5) Python in 1991 He named it after the television program Monty Python's

6) Flying Circus Many Python examples and tutorials include jokes from the

7) show

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