

# PYTHON TRIER

## Local MeetUp

MeetUps are generally held on the second Tuesday of every month at:  
Maschinendeck Hackerspace  
Güterstraße 74  
54295 Trier.

Google Maps:  
<http://tinyurl.com/gppclhv>

## Upcoming MeetUps

9 Aug 16  
13 Sep 16  
11 Oct 16

## Speakers needed!

Looking for those that could share their knowledge about and experience with Python. If you have a favourite package, pet project, or topic that you could present during a meet, then please consider sharing with a lightning talk or full presentation. The choice is yours!

## Conferences

9-11 Sep 16 - Hamburg  
Py Unconference  
<http://www.pyunconf.de>

28-30 Oct 16 - Munich  
PyCon De  
<http://www.pymunich.com/>



## Book Club

During last month's MeetUp, we discussed the idea of introducing a technical book club. The idea being that we each read through selected chapters, attempt the tutorials or code discussed, and discuss that during the meetings. Any recommended titles are appreciated; however, we have three good ones to start with. They are:

### **Dive into Python 3** by Mark Pilgrim

Available for free at <http://www.diveintopython3.net/> (free PDF and HTML version available)

### **Natural Language Processing with Python**

by Steven Bird, Ewan Klein, and Edward Loper

Available to read for free at <http://www.nltk.org/book/>





## Learning Resources

There are a number of good resources out there to learn Python. This issue, I'd like to highlight Bucky Roberts at thenewboston on youtube. His channel for Python3 can be found at: <https://tinyurl.com/p8n5668>. He has numerous tutorials on web design and numerous other programming languages as well. His Python section currently offers 56 videos. Check it out and let me know what you think.

## Group Resources



There is a GitHub account for the group which can be located at:

<https://github.com/PythonTrier>

Presentations, newsletters, and group projects will all be kept here.



The group also now has a slack account where people can communicate directly about meetings, challenges, or anything else in general. The group is "PythonTrier.slack.com." Just set up an account and join the group. There are apps available for Android, iPhone, as well as a web App that can be used on most browsers.

## Automate the Boring Stuff with Python

by Al Sweigart

Available to read for free at <https://tinyurl.com/owk3jpu>

There was a poll available on the MeetUp page, and the first book that we're going to start with is Automate the Boring Stuff by Al Sweigart. Because of the rescheduling for last months meet, I suggest everyone take a look at the first chapter, and we can plan for more before the September meet.

## Code Review

In an attempt to develop/sharpen the skills in the group we have a Jupyter notebook where code challenges are presented for the group to try. The link can be found at <https://srv.derpyws:55523/tree/Challenges>. There is a password so if you haven't received it already, please feel free to contact me on MeetUp and I'll send you the current password.

The initial code review went well and it was quite interesting to see the variance in solutions presented. Frank Dietrich even solved his solutions in Java first and then converted his solutions to Python.

Past solutions will remain in each challenge notebook. Feel free to add your own solution at any time. Consider commenting your code to help others understand your approach. If you can't understand why you wrote something after not looking at it for a while, it could probably benefit from a little extra commenting. In the future we won't go over every single solution, but we'll at least cover each challenge. A few new challenges will be posted every month.

```
global_scale_setting = FloatProperty(
    name="Scale",
    min=0.0, max=100.0,
    default=1.0,
)

def execute(self, context):
    # get the folder
    folder_path = os.path.dirname(self.filepath)

    # get objects selected in the viewport
    viewport_selection = bpy.context.selected_objects

    # get export objects
    obj_export_list = viewport_selection
    if self.use_selection_setting == False:
        obj_export_list = [i for i in bpy.context.scene.objects]

    # deselect all objects
    bpy.ops.object.select_all(action="DESELECT")

    for item in obj_export_list:
        item.select = True
        if item.type == 'MESH':
            file_path = os.path.join(folder_path, "%i.obj"%item.name)
            bpy.ops.export_scene.obj(filepath=file_path, use_selection=True,
                                   axis_forward=self.axis_forward_setting,
                                   axis_up=self.axis_up_setting,
                                   use_animation=self.use_animation_setting,
                                   mesh_modifiers=self.use_mesh_modifiers_setting,
```