Python: Actually Cool Stuff

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# Table of Contents

|  |  |
| --- | --- |
| **Introduction** | **1** |
| **Chapter 1: Serialization** |  |
| **Chapter 2: Sending Email** |  |
| **Chapter 3: File Encryption** |  |
| **Chapter 4: Web Scraping** |  |
| **Chapter 5: A GUI Text Editor** |  |
| **Chapter 6: APIs** |  |
| **Chapter 7: FTP Client** |  |
| **Chapter 8: Distribution** |  |
| **Chapter 9: Regular Expressions** |  |
| **Chapter 10: Multithreading** |  |

Introduction

Chapter 1: Serialization

**Summary**

Have you ever cooked before? I’m betting you have. I’m also betting you’ve had leftovers that you might have frozen or otherwise stored for later. Well, in this chapter, we’re going to discuss how to do the same thing—but with objects in code!

As you create projects with more and more complex classes and objects, you’ll eventually find yourself wanting to save the *state* of the instances you create. In other words, you want to be able to keep the values of their variables and whatnot and recreate them with no hassle. That’s where *serialization* comes in to save the day. I like to think of serialization as freezing food for later—or as you’ll soon see in Python, we’ll call it *pickling*. When you’re ready to save the food, or object, for later use, you just serialize it and store somewhere; then later when you want to use it again, you thaw it out, or in our case deserialize it!

Chapter 2: Sending Email

Chapter 3: File Encryption

Chapter 4: Web Scraping