

Contents at a Glance

Introduction	1
Book 1: Getting Started with Coding	5
CHAPTER 1: What Is Coding?	7
CHAPTER 2: Essential Coding Concepts	23
CHAPTER 3: Getting to Know Some Programming Languages	49
CHAPTER 4: How Coding Benefits from AI	69
Book 2: Python from Scratch	89
CHAPTER 1: Introducing Python	91
CHAPTER 2: Understanding Python's Building Blocks	115
CHAPTER 3: Working with Numbers	131
CHAPTER 4: Manipulating Strings	147
CHAPTER 5: Managing Dates and Times	155
CHAPTER 6: Storing Data and Controlling Your Code	171
CHAPTER 7: Reusing Code	191
Book 3: Python for Data and AI	217
CHAPTER 1: What Is Data Science?	219
CHAPTER 2: Processing Your Data	227
CHAPTER 3: Getting Your Data	243
CHAPTER 4: Exploring Data Analysis	253
CHAPTER 5: Your First Machine-Learning Model	271
Book 4: Coding with AI	285
CHAPTER 1: Parsing Machine Learning and Deep Learning	287
CHAPTER 2: Coding with Chatbots	303
CHAPTER 3: Progressing from Plan to Prototype	309
CHAPTER 4: Fixing and Optimizing Code with AI	321
Book 5: Basic Web Coding	337
CHAPTER 1: Exploring Basic HTML	339
CHAPTER 2: Getting More Out of HTML	355
CHAPTER 3: Understanding the Elements of Style	373
CHAPTER 4: Next Steps with CSS	397
CHAPTER 5: Responsive Layouts with Flexbox and Grid	421

Book 6: JavaScript Fundamentals	445
CHAPTER 1: Jumping into JavaScript	447
CHAPTER 2: Filling Your JavaScript Toolbox	471
CHAPTER 3: Storing and Wrangling Data	495
CHAPTER 4: Working with Operators and Expressions	513
CHAPTER 5: Controlling Flow	523
CHAPTER 6: Using Arrays	537
CHAPTER 7: Making and Using Objects	557
CHAPTER 8: Writing and Running Functions	567
CHAPTER 9: Getting Oriented with Classes	597
CHAPTER 10: Making Things Happen with Events	611
Book 7: JavaScript Frameworks	627
CHAPTER 1: Writing Asynchronous JavaScript	629
CHAPTER 2: Using JavaScript Modules	657
CHAPTER 3: Getting Started with React	665
CHAPTER 4: Writing JSX	679
CHAPTER 5: Building React Components	695
CHAPTER 6: Using Data and Events in React	723
Index	737

Table of Contents

INTRODUCTION	1
About This Book	1
Foolish Assumptions	2
Icons Used in This Book	3
Beyond the Book	3
Where to Go from Here	4
BOOK 1: GETTING STARTED WITH CODING	5
CHAPTER 1: What Is Coding?	7
Programming: Making a Computer Do Your Bidding	8
What Is a Programming Language?	9
The Role of Programming Languages	10
Understanding How Code Is Written and Executed	13
How Python code works	14
How JavaScript code works	14
Why Learn to Code? Let Me Count the Ways	15
Coding isn't just for nerds	16
Coding teaches you how to think	16
Coding is fun and creative	17
You can build (almost) anything you can imagine	17
Coding is a universal language	17
Coding opens the door to high-paying jobs	18
You don't have to be a pro to benefit from learning to code	18
Coding is easier to learn than ever before	19
Coding is the future	19
Real-World Uses of Coding	20
CHAPTER 2: Essential Coding Concepts	23
Storing Stuff in Variables	24
Declaring variables	24
Including variables in other statements	25
Getting your head around arrays and lists	26
Dealing with Data Types	27
Working with numeric literals	27
Working with string literals	28
Working with Boolean literals	29
Constructing Expressions	30
Building numeric expressions	31
Building string expressions	32

Building comparison expressions.....	32
Building logical expressions.....	33
Making Decisions with Conditionals.....	34
Making simple true/false decisions	34
Branching with if . . . else statements.....	35
Automating Repetitive Tasks with Loops.....	36
Organizing Code into Functions	38
Introducing Objects.....	41
Documenting Code with Comments	43
Debugging Code and Handling Errors	44
Understanding error types.....	45
Taking a look at some debugging techniques.....	45
More debugging strategies	46
 CHAPTER 3: Getting to Know Some Programming Languages.....	49
Ranking Programming Languages	50
Assembly: Close to the Machine	50
Python: No Experience Required	53
JavaScript: The Glue that Binds the Web	55
Sneaking a Peek at a Few Other Popular Languages.....	57
C.....	58
C++	59
C#.....	60
Go.....	61
Java	62
Kotlin	63
PHP	64
Rust	65
Swift.....	66
TypeScript.....	67
Grokking the Difference between Interpreted and Compiled Languages.....	68
 CHAPTER 4: How Coding Benefits from AI.....	69
Banishing Boring Tasks.....	70
Spotting boring tasks	70
Letting AI write the template.....	70
Crafting CRUD with AI.....	74
Helping with Syntax.....	79
Stop remembering trivial details.....	79
Hinting at code mastery	80
Adapting to new syntax	82

Linting with AI	84
Detecting bad code with static code analysis	84
Integrating AI with static code analysis	85
Using AI as a Tutor	86
Studying AI's potential in education	86
Avoiding potential pitfalls.	86
Pairing Up with AI	86
Overview of pair programming styles	87
Understanding the pros and cons of pair programming with AI	87
BOOK 2: PYTHON FROM SCRATCH.....	89
CHAPTER 1: Introducing Python.....	91
Getting the Tools for Success	92
Installing Python and VS Code.....	92
Using GitHub Copilot.....	93
Using Jupyter Notebook for coding.....	96
Verifying your setup	97
Using Python's Interactive Mode.....	98
Opening Terminal	99
Getting your Python version	100
Using the Python interpreter.....	101
Getting built-in help	101
Exiting interactive help and Python	103
Writing and Debugging Python Code.....	104
Opening a folder in VS Code	104
Writing Python code	105
Saving your code	106
Running Python in VS Code	106
Learning simple debugging	108
Closing a file	109
Writing Code in a Jupyter Notebook.....	109
Creating a folder for Jupyter Notebook	109
Creating a Jupyter notebook	109
Typing and running code in a notebook	111
Using markdown cells.....	112
Closing a Jupyter notebook	113
CHAPTER 2: Understanding Python's Building Blocks.....	115
The Zen of Python	116
Introducing Object-Oriented Programming	117
Why Indentations Count.....	117
Writing Python Comments.....	119
Putting Python Modules to Work	119

Understanding Python Data Types	121
Numbers	121
Words (strings)	122
Booleans	124
Working with Python Operators	125
Arithmetic operators	125
Comparison operators	126
Boolean operators	127
Creating and Using Variables	127
Using valid variable names	127
Creating variables in code	128
Manipulating variables	129
CHAPTER 3: Working with Numbers	131
Calculating with Built-In Functions	131
Still More Math Functions	134
Formatting Numbers	137
Formatting with f-strings	137
Showing dollar amounts	138
Formatting percent numbers	140
Making multiline format strings	142
Formatting width and alignment	143
CHAPTER 4: Manipulating Strings	147
Concatenating Strings	147
Getting the Length of a String	149
Working with Common String Operators	149
Using Methods to Manipulate Strings	152
CHAPTER 5: Managing Dates and Times	155
Checking Out the datetime Module	156
Working with Dates	156
Working with Times	160
Working with Dates and Times	160
Calculating Timespans	162
Working with Time Zones	166
CHAPTER 6: Storing Data and Controlling Your Code	171
Storing Stuff in Lists	172
Making a list	172
Making a list from a range of numbers	173
Getting an item from a list	173
Changing an item in a list	174
Adding and removing list items	174
Searching in a list	176

More Ways to Store Stuff: Tuples and Dictionaries	176
Storing unchanging data in a tuple.	177
Looking up data in a dictionary.	178
Conditionals in Python	181
The basic if statement.	181
Adding an else statement.	182
Even more choices with the elif statement	183
Python Loops	185
Looping through a collection of things.	185
Looping while a condition is True	187
Interrupting loop execution.	188
Example: Build Your Own Survey Bot.	189
CHAPTER 7: Reusing Code	191
Making Your Code More Efficient with Functions.	192
Getting the Hang of Variable Scope	195
What is variable scope, anyway?	195
Global: The “everyone’s invited” scope.	196
Local: The “for function eyes only” scope.	197
Avoiding Wheel Reinvention with Modules	198
Importing a module	200
Using a module	201
Importing part of a module	203
Rolling your own modules	203
Reuse Heaven: Installing External Libraries	205
Installing a library	206
Importing and using a library	206
Reusing Data by Writing and Reading Files	207
Opening a file.	208
Writing data to a file	209
Reading data from a file	210
Example: Building a Quotations Archive	211
BOOK 3: PYTHON FOR DATA AND AI	217
CHAPTER 1: What Is Data Science?	219
Defining Data Science	220
How data science got its name	220
What data scientists do	220
Data science, big data, and AI	221
The Data Science Pipeline	221
Step 1: Preparing the data	221
Step 2: Exploring the data	222
Step 3: Learning from the data	222

Step 4: Visualizing	222
Step 5: Obtaining insights and data products	222
The Python Data Science Ecosystem	223
NumPy	223
pandas	223
Matplotlib	224
Scikit-learn	224
SciPy	224
Installing the Libraries	224
CHAPTER 2: Processing Your Data	227
NumPy: The Foundation of Data Science in Python	228
Arrays versus lists	228
Creating NumPy arrays	229
Basic array math	229
Creating a DataFrame Using pandas	230
Validating Your Data	231
Getting the lay of the land	231
Finding and removing duplicates	233
Creating a data map	233
Dealing with Missing Data	235
Finding missing values	235
Your three options: Fill, drop, or impute	236
Slicing and Dicing: Filtering and Selecting Data	237
Slicing rows	237
Slicing columns	238
Dicing	239
Aggregating Data	240
Simple column statistics	240
Grouping and aggregating	240
Putting It Together	241
CHAPTER 3: Getting Your Data	243
Using Scikit-learn's Built-In Datasets	244
Iris dataset	244
Other useful built-in datasets	245
Loading Other Types of Files and URLs	246
Loading CSV files	246
Loading Excel files	247
Loading tab-delimited text files	248
Loading data from the web	249
Sampling Large Datasets	250

CHAPTER 4:	Exploring Data Analysis	253
	The EDA Philosophy	254
	Defining Descriptive Statistics for Numeric Data	255
	Measuring central tendency	256
	Measuring variance and range	257
	Getting Started with Matplotlib	258
	Your first plot	259
	Multiple lines and legends	260
	Saving your work	261
	Choosing the Right Chart	261
	Bar charts: Comparing categories	262
	Histograms: Showing distributions	263
	Boxplots: Comparing group distributions	264
	Scatterplots: Exploring relationships between variables	265
	Measuring Correlations	266
	A Complete EDA Workflow	268
CHAPTER 5:	Your First Machine-Learning Model	271
	What Machine Learning Actually Does	272
	Working with Scikit-learn	272
	Setting up the features and the target	273
	Scaling your features	274
	Training the Model	275
	Splitting data into training and test sets	276
	Getting a reliable estimate by using cross-validation	278
	Interpreting what the model learned	279
	The Complete End-to-End Workflow	280
	Where to Go from Here	282
	BOOK 4: CODING WITH AI	285
CHAPTER 1:	Parsing Machine Learning and Deep Learning	287
	Decoding Machine and Deep Learning	288
	Defining key concepts	288
	Thinking about neural networks	289
	Training and testing models	291
	Demystifying Natural-Language Processing	293
	History of NLP	293
	Overcoming the challenges of NLP	295
	Understanding Transformers	296
	Learning to pay attention	296
	Getting tokens	297
	Ethical Considerations and Responsible AI	299
	Illuminating Generative AI Models	300
	Recognizing AI's Limitations	301

CHAPTER 2: Coding with Chatbots	303
Improving Your Prompts	304
Deciphering the elements of a prompt	304
Open-ended versus closed-ended prompts	304
Using different types of prompts	305
Prompting like a pro	306
Using Chatbots for Coding Tasks	306
CHAPTER 3: Progressing from Plan to Prototype	309
Developing with AI Agents	310
Understanding Project Requirements	311
Software requirements	311
Domain requirements	311
Functional requirements	312
Non-functional requirements	313
Writing a spec.	314
A minimal prototype loop (Python-first)	315
Generating code from the spec.	316
Tips and Tricks for Code Generation	317
Use acceptance criteria and tests	317
Don't stop coding.	317
Be specific.	318
Think in steps.	318
Ask follow-up questions	318
Check the official documentation	318
Use examples and context.	319
Prioritize security.	319
Keep learning.	319
Keep your tools updated	319
Be mindful of AI's limitations	319
CHAPTER 4: Fixing and Optimizing Code with AI	321
Finding and Eliminating Bugs	322
Knowing your bugs	322
Preventing bugs with static analysis.	323
Debugging with AI	324
Automating dependency hygiene	324
Refactoring and Improving Code Quality	325
Recognizing code smells.	325
Detecting smells and refactoring with AI	326
Refactoring safely	326
Working with code formatters.	327
Testing Your Code	327
Writing a test plan	327

Generating tests with AI	328
Test-driven development with AI	329
Translating Code Between Languages	329
When (and when not) to translate	329
Preparing code for translation	330
Verifying translated code	330
Optimizing Performance	331
Profile before you optimize	331
AI-assisted optimization	331
Documenting Your Code	332
Internal versus external documentation	332
Generating comments and API docs	332
Visual documentation and diagrams	333
Maintaining Code Over Time	334
The four types of maintenance	334
Managing technical debt	334
Using AI across the maintenance lifecycle	335
BOOK 5: BASIC WEB CODING	337
CHAPTER 1: Exploring Basic HTML	339
What Does HTML Do?	339
Understanding HTML Structure	340
Identifying elements	341
Featuring your best attribute	343
Standing head, title, and body above the rest	344
Getting Familiar with Common HTML Tasks and Elements	346
Writing headlines	348
Organizing text in paragraphs	349
Linking to your heart's content	349
Adding images	350
Making HTML Pretty	352
Highlighting with bold, italics, underline, and strikethrough	352
Raising and lowering text with superscript and subscript	353
Building Your First Website Using HTML	354
CHAPTER 2: Getting More Out of HTML	355
Organizing Content on the Page	356
Listing Data	358
Creating ordered and unordered lists	358
Nesting lists	359
Putting Data in Tables	361
Basic table structuring	361
Stretching table columns and rows	364

	Filling Out Forms	366
	Understanding how forms work	366
	Creating basic forms	367
	Practicing with HTML	371
CHAPTER 3:	Understanding the Elements of Style	373
	What Does CSS Do?	374
	CSS Structure	375
	Choosing the element to style	375
	My property has value	377
	Hacking CSS on your favorite website	378
	Common CSS Tasks and Selectors	380
	Font gymnastics: Size, color, style, family, and decoration	380
	Customizing links	385
	Adding background images and styling foreground images	387
	Getting Stylish	391
	Practicing with CSS	394
CHAPTER 4:	Next Steps with CSS	397
	Styling (More) Elements on Your Page	398
	Styling lists	398
	Designing tables	401
	Selecting Elements to Style	404
	Styling specific elements	404
	Naming HTML elements	408
	Aligning and Laying Out Your Elements	410
	Organizing data on the page	410
	Shaping the div	412
	Understanding the box model	414
	Positioning the boxes	415
	Practicing with CSS Selectors	419
CHAPTER 5:	Responsive Layouts with Flexbox and Grid	421
	Introducing Responsive Design	421
	The web is mobile	422
	Why are so many sites mobile-unfriendly?	422
	Introducing mobile-first design	422
	Making responsive web pages with the viewport meta tag	422
	Using Flexbox	426
	Creating boxes	427
	Thinking in one dimension	428
	Using multiline containers	431
	Make no assumptions	432
	Aligning on the cross-axis	433

Aligning on the main axis	434
Modifying flexible boxes	434
Changing the order of items	437
Using CSS Grid	439
Key Grid properties for building a layout	440
A CSS Grid example	441
Practicing with CSS Grids	442
BOOK 6: JAVASCRIPT FUNDAMENTALS	445
CHAPTER 1: Jumping into JavaScript	447
JavaScript, the Basics	447
How the web works	448
Frontend and backend	449
The frontend is open and the backend is closed	450
The value of a service	453
JavaScript on the server	454
Starting Your Development Environment	455
Creating a project	455
Learning the one essential command	456
Writing Your First JavaScript Program	459
JavaScript is made of statements	460
JavaScript is case-sensitive	461
JavaScript ignores white space	461
Naming practices of JavaScript programmers	462
Running Code in the Console	463
Running Code in a Browser Window	465
Running JavaScript from HTML event attributes	466
Running JavaScript inside script elements	466
Including JavaScript files in your HTML	467
CHAPTER 2: Filling Your JavaScript Toolbox	471
Everything in Its Place	472
Installing Node.js	473
Configuring Visual Studio Code	473
Getting prettier	474
Installing Live Server	478
Documenting Your Code	481
Line comments	482
Block comments	482
The README file	483
The basics of Markdown	483
Coding Responsibly with Git	486
Introducing Git	486

Installing Git	487
Configuring and testing Git	488
Learning the basics of Git	491
Moving forward with Git and GitHub	493
CHAPTER 3: Storing and Wrangling Data	495
Making Variables by Using let	495
Declaring variables	496
Initializing variables	496
Using variables	496
Naming variables	498
Making Constants by Using const	498
Knowing when to use constants	499
Naming constants	499
Taking a Look at Data Types	500
JavaScript is loose and dynamic	500
Passing by value	501
String data type	501
Number data type	505
BigInt data type	506
Boolean data type	507
NaN	509
Undefined data type	509
Symbol data type	509
Wrangling the Object: The Complex Data Type	510
Examining the Array — a Special Kind of Object	511
Getting a Handle on Scope	512
CHAPTER 4: Working with Operators and Expressions	513
Building Expressions	514
Operators: The Lineup	515
Operator precedence	515
Using parentheses	516
Assignment operators	517
Comparison operators	517
Arithmetic operators	518
Concatenation operator	519
Logical operators	519
Combining operators	521
Other Operators	521
CHAPTER 5: Controlling Flow	523
Choosing a Path	523
if . . . else statements	523
Switch statements	525

Making Loops.....	529
for loops	530
for ... in loops	531
for ... of loops.....	532
while loops	533
do ... while loops	534
break and continue statements	535
CHAPTER 6: Using Arrays	537
Introducing Arrays.....	538
Creating Arrays	540
Using the Array() constructor.....	540
Using array literal notation	541
Using the split function.....	541
Accessing Array Elements	542
Modifying Arrays	543
Deleting Array Elements.....	544
Programming with Array Methods	544
Pushing and popping	546
Shifting and unshifting	547
Slicing an array.....	548
Splicing an array	549
Looping with Array Methods	549
Passing callback functions to array methods	549
Reducing an array	551
Mapping an array	552
Filtering arrays	553
Destructuring Arrays.....	554
Spreading Arrays	554
CHAPTER 7: Making and Using Objects	557
Objects: The Basics	558
Creating Objects	559
Making objects using literal notation	559
Making objects using a constructor function	560
Making objects with class.....	561
Making objects with Object.create()	562
Modifying Objects	562
Using dot notation.....	562
Using square brackets notation	563
Comparing and Copying Objects	564

CHAPTER 8:	Writing and Running Functions	567
	Functions: An Introduction	568
	Using top-level functions	569
	Using methods of built-in objects	570
	Passing by value	571
	Passing by reference	571
	Writing Functions	572
	Naming functions	573
	Passing arguments	573
	Writing a function body	577
	Returning data	577
	Function declaration scope and hoisting	578
	Declaring Anonymous functions	579
	Defining function expressions	579
	Writing anonymous functions as arrow functions	581
	Simplifying arrow functions	581
	Knowing the limits of arrow functions	582
	Writing Methods	583
	Understanding Context and the this Keyword	584
	Passing an object to a function	585
	Setting the context of a function	586
	Passing a function from one object to another	587
	Passing a function to a child to change the parent	588
	Chaining Functions	594
CHAPTER 9:	Getting Oriented with Classes	597
	Becoming More Classy	597
	Encapsulation	598
	Abstraction	598
	Inheritance	598
	Polymorphism	599
	Using Base Classes	599
	Using class expressions	600
	Making instances of base classes	600
	Working with Derived Classes	600
	Understanding Constructors	601
	Dealing with Properties and Methods	603
	Creating methods in a class	603
	Overriding methods in a derived class	603
	Defining methods, properties, and fields	604
	Becoming Comfortable with Classes	607

CHAPTER 10: Making Things Happen with Events	611
Understanding the JavaScript Runtime Model	612
Stacking function calls	612
Heaping objects	612
Queuing messages	613
The Event Loop	613
Listening for Events	614
Listening with HTML event attributes	614
Listening with event handler properties	615
Using addEventListener()	615
The Event object	620
Listening on multiple targets	621
Dispatching events programmatically	621
Removing event listeners	624
Preventing default actions	625
BOOK 7: JAVASCRIPT FRAMEWORKS	627
CHAPTER 1: Writing Asynchronous JavaScript	629
Understanding Asynchronous JavaScript	630
Reading synchronous code	630
Events to the rescue	631
Calling you back	633
Making Promises	634
Writing promises	635
Introducing async functions	638
Using AJAX	643
Getting data with the Fetch API	644
Calling other response methods	646
Handling fetch() errors	646
The fetch init object	648
Introducing HTTP	648
Making Requests with CORS	650
Making a simple request	651
Making a non-simple request	652
Working with JSON Data	653
CHAPTER 2: Using JavaScript Modules	657
Exporting Modules	658
Named exports	659
Default exports	659
Importing Modules	660
Importing named exports	661

	Importing default exports	661
	Importing modules dynamically	662
	Importing modules into HTML	662
CHAPTER 3:	Getting Started with React.	665
	Distilling React	666
	Building a React UI.	666
	React is component-based.	672
	React is (mostly) just JavaScript	672
	Initializing a Project with Vite.	672
	Introducing Vite	673
	Launching the VS Code terminal.	673
	Touring the structure of a React app	674
	Modifying a React Project.	677
CHAPTER 4:	Writing JSX	679
	Learning the Fundamentals of JSX	679
	JSX is not HTML	680
	JSX is XML	680
	Transpiling with Babel	681
	Writing HTML output with JSX	681
	Using built-in components.	682
	Using JavaScript Expressions in JSX.	683
	Conditionally Rendering JSX.	684
	Conditional rendering with element variables	684
	Conditional rendering with &&	686
	Conditional rendering with the conditional operator	687
	Making a List	687
	Styling React Apps and Components	689
	Adding global styles	689
	Using local styles	690
	Using the style attribute	691
	Using style objects.	691
	Making style modules.	692
	Other style strategies	693
CHAPTER 5:	Building React Components	695
	Thinking in Components	695
	Designing your own elements.	696
	Returning valid values.	697
	Recognizing the Two Types of Data	698
	Passing data with props	698
	Getting reactive with state	699
	How state enables reactivity	701

Function Components	702
Class Components	704
The Component Lifecycle	706
Mounting methods	706
Updating methods	710
Unmounting a component	712
Using the Lifecycle in Function Components	713
Running effects less often	714
Performing an effect on unmounting	715
Composing Components	717
How inheritance works in object-oriented programming	717
Composition using explicit props	718
Composition using the children prop	719
Composition with custom hooks	721
CHAPTER 6: Using Data and Events in React	723
Event Handling in React	723
Using event attributes	724
Dispatching synthetic events	724
Specifying a handler function	725
Passing arguments to an event handler	725
Passing functions as props	726
Making Forms with React	730
Using controlled inputs	731
Using uncontrolled forms	733
INDEX	737

