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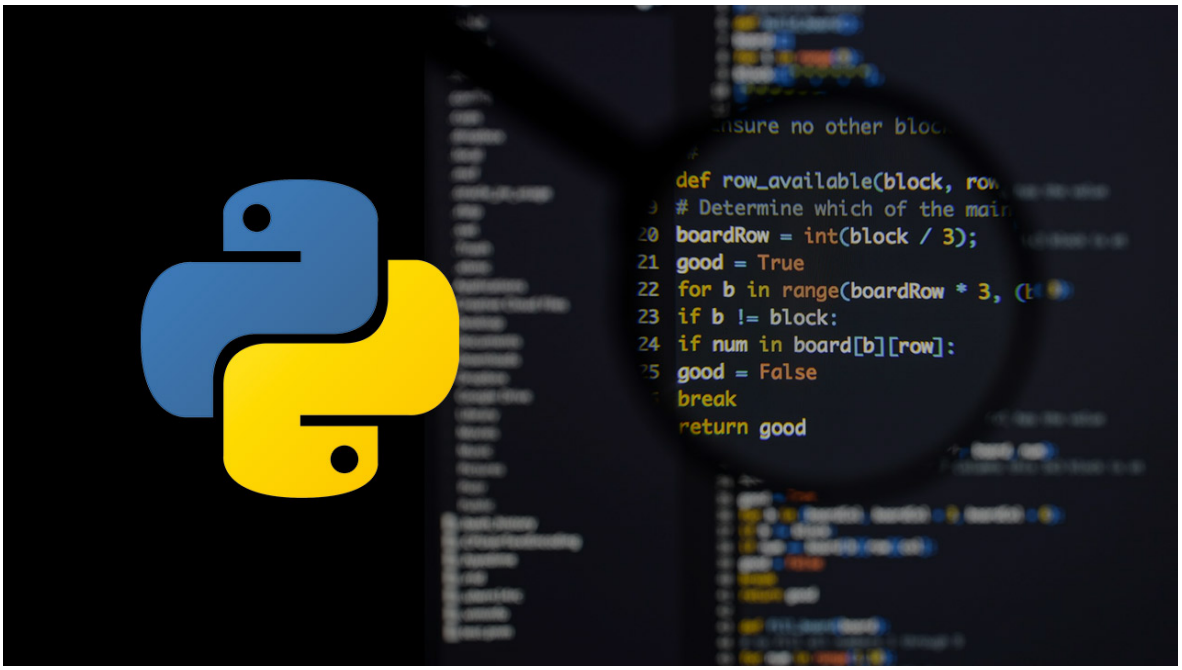
Learning Style: Virtual Classroom

Technology:

Difficulty: Advanced

Course Duration: 3 Days

Python® Programming: Advanced (LO-94012)



About this course:

Python® keeps on being a well-known programming language, possibly because of its capacity to complete a ton of work in a few lines of code, and its flexibility. Python is helpful for creating custom software applications, tools, cloud applications, and web services. With this course you can expand upon your fundamental Python abilities, learning further developed topics, for example, development of graphical user interfaces, object-oriented programming patterns, threading, unit testing, data management, and installing as well as creating packages and executable applications.

The normal pay for Python Developer is $115,222 every year.

Course Objectives:

- Store information in a database from applications of Python.
- Plan and make a GUI.
- Make object-oriented applications of Python.
- Deal with numerous procedures with threading.
- Communicate utilizing server/client protocols of the network.
- Execute unit testing.

Audience:

This course is intended for existing programmers of Python who have minimum experience of one year in Python programming and who need to grow their proficiencies in Python.

Prerequisites:

You ought to have involvement in Python and object-oriented programming.

Course Outline:

Lesson 1: Using Object-Oriented Python

Topic A: Create and Use Classes in an Application

Topic B: Use Magic Methods

Topic C: Incorporate Class Factories

Lesson 2: Creating a GUI

Topic A: Design a GUI

Topic B: Create and Arrange a GUI Layout

Topic C: Interact with User Events

Lesson 3: Using Databases

Topic A: Basics of Data Management

Topic B: Use SQLite Databases

Topic C: Manipulate SQL Data

Lesson 4: Network Programming

Topic A: Basics of Network Programming

Topic B: Create a Client/Server Program

Lesson 5: Managing Multiple Processes with Threading

Topic A: Create a Threaded Application

Topic B: Manage Thread Resources

Lesson 6: Implementing Unit Testing

Topic A: Test-Driven Development

Topic B: Write and Run a Unit Test Case

Topic C: Create a Test Suite

Lesson 7: Packaging an Application for Distribution

Topic A: Create a Package Structure

Topic B: Generate the Package Distribution Files

Topic C: Generate a Windows Executable

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