

---

# Sams Teach Yourself Python In 24 Hours

---

When somebody should go to the ebook stores, search creation by shop, shelf by shelf, it is truly problematic. This is why we present the books compilations in this website. It will agreed ease you to see guide **Sams Teach Yourself Python In 24 Hours** as you such as.

By searching the title, publisher, or authors of guide you in reality want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be every best place within net connections. If you mean to download and install the Sams Teach Yourself Python In 24 Hours, it is certainly simple then, since currently we extend the link to purchase and make bargains to download and install Sams Teach Yourself Python In 24 Hours appropriately simple!

*Sams Teach Yourself  
Python In 24 Hours*

*Downloaded from  
[ssm.nwherald.com](http://ssm.nwherald.com) by  
guest*

---

## SLADE WENDY

---

*C Programming in One Hour a Day, Sams  
Teach Yourself Sams Publishing  
Python in 24 Hours, Sams Teach  
YourselfSams Publishing  
Sams Teach Yourself Python in 24 Hours  
Pearson Education*

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

[Sams Teach Yourself R in 24 Hours Sams](#)

## Publishing

Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller Sams Teach Yourself C++ in 21 Days, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of high profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool. C++ is the preferred language for millions of developers-make Sams Teach Yourself the preferred way to learn it!

[Sams Teach Yourself SQL in 24 Hours](#)

Sams Publishing

Python Programming for Raspberry Pi®

In just 24 sessions of one hour or less, *Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours* teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include *Ubuntu Linux Secrets*; *Linux for Dummies*, Ninth Edition; *PostgreSQL 8 for Windows*; and *Professional Linux Programming*. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of *The Linux Bible*, Eighth Edition. With Blum, she also

coauthored *Linux Command Line & Shell Scripting Bible*, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can ...

*Unix in 24 Hours, Sams Teach Yourself*  
Sams Publishing

Provides step-by-step lessons that teach Python programming on Raspberry Pi, covering such topics as working with modules, writing scripts, using loops, creating functions, and exploring object-oriented programming.

**Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours** Sams Publishing

*Sams Teach Yourself SQL in 10 Minutes*, Fourth Edition New full-color code examples help you see how SQL statements are structured Whether you're an application developer, database administrator, web application designer, mobile app developer, or Microsoft Office users, a good working knowledge of SQL is an important part of interacting with databases. And *Sams Teach Yourself SQL in 10 Minutes* offers the straightforward, practical answers you need to help you do your job. Expert trainer and popular author Ben Forta

teaches you just the parts of SQL you need to know—starting with simple data retrieval and quickly going on to more complex topics including the use of joins, subqueries, stored procedures, cursors, triggers, and table constraints. You'll learn methodically, systematically, and simply—in 22 short, quick lessons that will each take only 10 minutes or less to complete. With the Fourth Edition of this worldwide bestseller, the book has been thoroughly updated, expanded, and improved. Lessons now cover the latest versions of IBM DB2, Microsoft Access, Microsoft SQL Server, MySQL, Oracle, PostgreSQL, SQLite, MariaDB, and Apache Open Office Base. And new full-color SQL code listings help the beginner clearly see the elements and structure of the language. 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements using multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Work with views, stored procedures, and more

Table of Contents

1 Understanding SQL

2 Retrieving Data

3 Sorting Retrieved Data

4 Filtering Data

5 Advanced Data Filtering

6 Using Wildcard Filtering

7 Creating Calculated Fields

8 Using Data Manipulation Functions

9 Summarizing Data

10 Grouping Data

11 Working with Subqueries

12 Joining Tables

13 Creating Advanced Joins

14 Combining Queries

15 Inserting Data

16 Updating and Deleting Data

17 Creating and Manipulating Tables

18 Using Views

19 Working with Stored Procedures

20 Managing Transaction Processing

21 Using Cursors

22 Understanding Advanced SQL

Features Appendix A: Sample Table Scripts Appendix B: Working in Popular Applications Appendix C : SQL Statement Syntax Appendix D: Using SQL Datatypes Appendix E: SQL Reserved Words

Sams Teach Yourself HTML, CSS, and JavaScript All in One Sams Publishing

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

*Sams Teach Yourself Perl in 21 Days* Sams Publishing

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and

including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Sams Teach Yourself JavaScript in 24 Hours Sams Publishing

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Sams Teach Yourself SQL in 10 Minutes Sams Publishing

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory--and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and

I2C protocol  
 Work with analog and digital sensors  
 Write Arduino C programs that control motors  
 Connect an LCD to your Arduino, and code the output  
 Install an Ethernet shield, configure an Ethernet connection, and write networking programs  
 Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.

### **Go in 24 Hours, Sams Teach Yourself** Sams

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control

Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope  
 Interacting with the screen, printer, and keyboard  
 Using functions and exploring the C Function Library  
 Working with memory and the compiler  
 Contents at a Glance  
 PART I: FUNDAMENTALS OF C 1  
 Getting Started with C 2  
 The Components of a C Program 3  
 Storing Information: Variables and Constants 4  
 The Pieces of a C Program: Statements, Expressions, and Operators 5  
 Packaging Code in Functions 6  
 Basic Program Control 7  
 Fundamentals of Reading and Writing Information  
 PART II: PUTTING C TO WORK 8  
 Using Numeric Arrays 9  
 Understanding Pointers 10  
 Working with Characters and Strings 11  
 Implementing Structures, Unions, and TypeDefs 12  
 Understanding Variable Scope 13  
 Advanced Program Control 14  
 Working with the Screen, Printer, and Keyboard  
 PART III: ADVANCED C 15  
 Pointers to Pointers and Arrays of Pointers 16  
 Pointers to Functions and Linked Lists 17  
 Using Disk Files 18  
 Manipulating Strings 19  
 Getting More from Functions 20  
 Exploring the C Function Library 21  
 Working with Memory 22  
 Advanced Compiler Use  
 PART IV: APPENDIXES  
 A ASCII Chart  
 B C/C++ Reserved Words  
 C Common C Functions  
 D Answers  
 Sams Teac Your C One Hour D\_7 Sams Publishing

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing

environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

**Sams Teach Yourself Java 2 in 24 Hours** Sams Publishing

Twenty-four one-hour-long lessons explore the fundamentals of the computer programming language, examining syntax, language, object oriented design, GUI programming, and the use of Python for CGI applications and as a system administration tool [Python in 24 Hours, Sams Teach Yourself](#) Pearson Education Computer programming with Java is

easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-oriented programming
- Use Java 9's new HTTP client
- Use Java to create an Android app
- Expand your skills with closures
- Create Minecraft mods with Java

Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing

What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps

Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

**Java in 24 Hours, Sams Teach Yourself (Covering Java 9)** Sams Publishing  
 In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice

on how to avoid them. Learn how to... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

[Arduino Programming in 24 Hours, Sams Teach Yourself](#) Sams Publishing

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-

by-step instructions carefully walk you through the most common Go programming tasks and techniques. Quizzes and exercises help you test your knowledge and stretch your skills. Practical, hands-on examples show you how to apply what you learn. Notes and Tips point out shortcuts, solutions, and problems to avoid. Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server." Learn how to...

- Get productive quickly with Go development tools and web servers
- Master core features, including strings, functions, structs, and methods
- Work with types, variables, functions, and control structures
- Make the most of Go's arrays, slices, and maps
- Write powerful concurrent software with Goroutines and channels
- Handle program errors smoothly
- Promote code reuse with packages
- Master Go's unique idioms for highly effective coding
- Use regular expressions and time/date functions
- Test and benchmark Go code
- Write basic command-line programs, HTTP servers, and HTTP clients
- Efficiently move Go code into production
- Build basic TCP chat servers and JSON APIs

Register your book at [informit.com/register](http://informit.com/register) for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

### Sams Teach Yourself C++ in 21 Days

Pearson Education

Provides step-by-step lessons that teach Python programming on Raspberry Pi, covering such topics as working with modules, writing scripts, using loops, creating functions, and exploring object-oriented programming.

### **NoSQL with MongoDB in 24 Hours,**

**Sams Teach Yourself** Pearson

Education

You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed—just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python the Hard Way, Third Edition*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment  
Organizing and writing code  
Basic mathematics  
Variables  
Strings and text  
Interacting with users  
Working with files  
Looping and logic  
Data structures using lists and dictionaries  
Program design  
Object-oriented programming  
Inheritance and composition  
Modules, classes, and objects  
Python packaging  
Debugging  
Automated testing  
Basic game development  
Basic web development  
It'll be hard at first. But soon, you'll just get it—and that will feel great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

**SQL in 10 Minutes, Sams Teach Yourself** "O'Reilly Media, Inc."  
NoSQL database usage is growing at a



stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead

Designing and implementing MongoDB databases of diverse types and sizes  
Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose  
Choosing the right NoSQL distribution model for your application  
Installing and configuring MongoDB  
Designing MongoDB data models, including collections, indexes, and GridFS  
Balancing consistency, performance, and durability  
Leveraging the immense power of Map-Reduce  
Administering, monitoring, securing, backing up, and repairing MongoDB databases  
Mastering advanced techniques such as sharding and replication  
Optimizing performance

*Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours*  
Pearson Education

Apache Spark is a fast, scalable, and flexible open source distributed processing engine for big data systems and is one of the most active open source big data projects to date. In just 24 lessons of one hour or less, Sams Teach Yourself Apache Spark in 24 Hours helps you build practical Big Data solutions that leverage Spark's amazing

speed, scalability, simplicity, and versatility. This book's straightforward, step-by-step approach shows you how to deploy, program, optimize, manage, integrate, and extend Spark—now, and for years to come. You'll discover how to create powerful solutions encompassing cloud computing, real-time stream processing, machine learning, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Whether you are a data analyst, data engineer, data scientist, or data steward, learning Spark will help you to advance your career or embark on a new career in the booming area of Big Data. Learn how to

- Discover what Apache Spark does and how it fits into the Big Data landscape
- Deploy and run Spark locally or in the cloud
- Interact with Spark from the shell
- Make the most of the Spark Cluster Architecture
- Develop Spark applications with Scala and functional Python
- Program with the Spark API, including transformations and actions
- Apply practical data engineering/analysis approaches designed for Spark
- Use Resilient Distributed Datasets (RDDs) for caching, persistence, and output
- Optimize Spark solution performance
- Use Spark with SQL (via Spark SQL) and with NoSQL (via Cassandra)
- Leverage cutting-edge functional programming techniques
- Extend Spark with streaming, R, and Sparkling Water
- Start building Spark-based machine learning and graph-processing applications
- Explore advanced messaging technologies, including Kafka
- Preview and prepare for Spark's next generation of innovations

Instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer

insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By

the time you're finished, you'll be comfortable using Apache Spark to solve a wide spectrum of Big Data problems.