

Forum:[Hack Forums](#)

Thread: [\[Guide\] Learning Python 2016](#)

CorrosiveBlueberry - February 9, 2016, 11:11 am

I'll Have to admit that i don't necessarily know how to program; however lately i've been interested in learning certain things such as bash and python; so i can better understand linux as i'm very into learning linux lately. However the issue is that many resources available are not clear-cut or simple to learn; if it is your first language, or if you are like me and have a hard time thinking like a programmer. Luckily I've been able to find some online resources that can be very helpful in grasping the basics of python, and i'd like to share them with you. The difference between these methods; and others are that these are mainly online methods that check your work as you go or make you apply your self, as well as attempt to "make learning coding fun".

1. CodeSchool - They have 3 fairly fundamental "Levels of training" that you watch a short few minute video, then answer a few multiple choice questions, after that you go straight into a terminal and start getting down to learning python and they tell you if what your doing is right or wrong.
<https://www.codeschool.com/courses/try-python>

[img]<http://www.khominhvi.com/wp-content/uploads/2015/02/brand-vertical-11de52a1c1d37f403ca6c22c0c668caf.png>[/img]

2. CodinGame.com - Okay i probably shouldn't include this right off the start because for me since i tried it with almost no python knowledge i realized; its not for beginners i don't think however i can tell such a website / place would be a GREAT place to learn coding / improve your skills. The concept of the website is to learn and improve your programming skills just by figuring out how to code games they suggest, and it is super neat, and nice looking, and their is achievements and stuff anyways gives you something to look forward to once you grasp the basics i guess.

3. Codingbat.com - <http://codingbat.com/python> - Has alot of practice python problems for you to do; you can do them right there, and it will check them for you as you compile them online in their simulator.

4. Reading books to learn is always an option, pdf files can do the trick. I have uploaded alot of tech/programming related ebooks to my VPS/seedbox here :
<http://themis.feralhosting.com/saiyuki/links/books/> only a few are python though, although one is 2015. However like i said when first learning personally i think interactively may be the better way to learn.

5. Microsoft Virtual Academy - <https://mva.microsoft.com/> - Microsoft Virtual Academy offers tons of free courses online; video tutorials, questions etc. Python is one of the things included, they also have various other programming languages, and tons of topics.

6. LearnPython - <http://www.learnpython.org/> - Another useful online - interactive- like interface to learn python in, allows you to run the code as you follow their guides, to make sure your

successfully doing everything. Sites like these seem like they would be most helpful.

Goodies - February 9, 2016, 1:49 pm

I already know a lot of python, but I want to learn software development and I want to learn more about writing C++ extensions. Anything for me? All of this is incredibly basic.

CorrosiveBlueberry - February 9, 2016, 1:56 pm

(Feb 9, 2016 02:49 PM)Goodies Wrote: [\[CITE\]](#) I already know a lot of python, but I want to learn software development and I want to learn more about writing C++ extensions. Anything for me? All of this is incredibly basic.

Well; you could see if any of the pdfs i have help you; i have some c/c++ pdfs as well on my VPS. Microsoft virtual academy most likely has C/C++ stuff , and of whatever difficulty you need, because what they offer on their usually goes up to whatever difficulty/complexity, can be very abstract/complex subjects and difficulties. Hmm; the only thing reddit recommended for c/c++ was this : <https://github.com/jesyspa/linear-cpp> while they have alot of things recommended for every other languages. Also i understand it is basic; i made it basic because personally i'm trying to learn the basics atm; and i feel an interactive approach may be the best.

and the few c / c++ books i have, not sure what dates are on them.

<http://themis.feralhosting.com/saiyuki/links/books/C%20and%20C%2b%2b/>

Goodies - February 9, 2016, 2:05 pm

(Feb 9, 2016 02:56 PM)Saiyuki Wrote: [\[CITE\]](#) Well; you could see if any of the pdfs i have help you; i have some c/c++ pdfs as well on my VPS. Microsoft virtual academy most likely has C/C++ stuff , and of whatever difficulty you need, because what they offer on their usually goes up to whatever difficulty/complexity, can be very abstract/complex subjects and difficulties. Hmm; the only thing reddit recommended for c/c++ was this : <https://github.com/jesyspa/linear-cpp> while they have alot of things recommended for every other languages. Also i understand it is basic; i made it basic because personally i'm trying to learn the basics atm; and i feel an interactive approach may be the best.

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<http://themis.feralhosting.com/saiyuki/links/books/C%20and%20C%2b%2b/>

All that linear CPP stuff I already know as well.

- Chapter 00 - Foreword Wrote about structs
- Chapter 01 - Hello World Wrote about structs
- Chapter 02 - Types and Variables Editing
- Chapter 03 - If Minor editing and a chapter on functions
- Chapter 04 - While Minor editing and a chapter on functions
- Chapter 05 - Vectors Editing
- Chapter 06 - For Minor editing and a chapter on functions
- Chapter 07 - Functions Incorporated masonk's suggestions
- Chapter 08 - Using Multiple Files Wrote about templates! 3 years ago
- Chapter 09 - Iterators Got rid of return 0 in some mains
- Chapter 10 - References Added missing include
- Chapter 11 - Standard Algorithms Added some missing includes
- Chapter 12 - Function Templates Incorporated masonk's suggestions
- Chapter 13 - Exceptions Rewrote end of exceptions
- Chapter 14 - Project Overview Wrote about structs
- Chapter 15 - Basic Structs Wrote about structs
- Chapter 16 - Basic Operator Overloading Fixed header guards

Chapter 17 - Member Functions Minor fixes
Chapter 18 - Recursion Minor fixes
Chapter 19 - Inheritance Fixed header guards
Chapter 20 - Function Objects

None of that is advanced imho. I find a ton of beginner stuff, but getting into anything more advanced is just hard to find.