With Wiley’s Interactive Edition, you get all the benefits of a downloadable, reflowable eBook with added resources to make your study time more effective, including:

• Lambda Expressions, Default & Static Method interfaces
• Embedded Problem Solving Sections & How-To Guides
• Worked Examples & Self-Check Exercises at the end of each chapter
• Progressive Figures that trace code segments using color for easy recognition
• Linked Programming Tips & Common Errors for programming best practices

Cay Horstmann’s *Python for Everyone, Interactive Edition, 2nd Edition* provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Python for Everyone is the number one text for early objects in the Python market.
ABOUT THE AUTHOR

Cay Horstmann grew up in Northern Germany and attended the Christian-Albrechts-Universitat in Kiel, a harbor town at the Baltic sea. He received a M.S. in computer science from Syracuse University, and a Ph.D. in mathematics from the University of Michigan in Ann Arbor. For four years, he was VP and CTO of an Internet startup that went from 3 people in a tiny office to a public company. He now teaches computer science at San Jose State University. Cay also writes books and articles on programming languages and computer science education.

NEW TO EDITION

• **Extended Graphics and Image Processing:** The use of graphics to reinforce language constructs has been extended to include the use of image processing.

• **Toolbox Sections:** Many optional "Toolbox" sections introduce useful packages in the wonderful ecosystem of Python libraries.

• **Data Plotting:** Several new Worked Examples show students how to create a visual representation of data through graphical plots.

• **Interactive Learning:** Additional interactive content is available that integrates with this text and immerses students in activities designed to foster in-depth learning.

FEATURES

• **Cay Horstmann** is a renowned author of many successful texts, known for his clear writing style, focus on fundamentals, and effective pedagogy.

• **Guidance and worked examples help students succeed.** Step-by-step guidance builds confidence and provides an outline for the task at hand. “Problem Solving” sections stress the importance of design and planning. “How To” guides help students with common programming tasks. Additional Worked Examples are available online.
• **Practice makes perfect.** This book contains a substantial number of self-check questions at the end of each section. “Practice It” pointers suggest exercises to try after each section. And additional practice opportunities, including code completion questions, guided lab exercises, and skill-oriented multiple-choice questions are available online.

• **The presentation is highly visual.** Photographs present visual analogies that explain the nature and behavior of computer concepts. Syntax boxes and example tables present a variety of typical and special cases in a compact format.

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