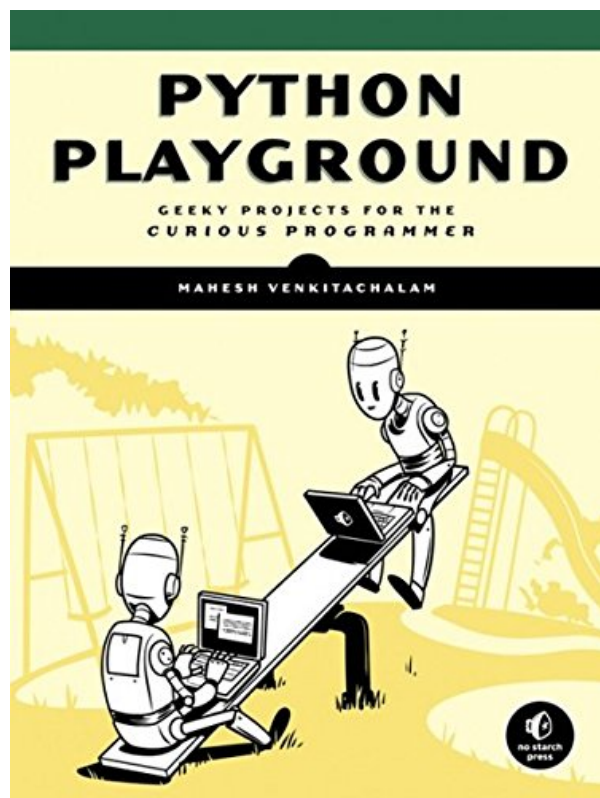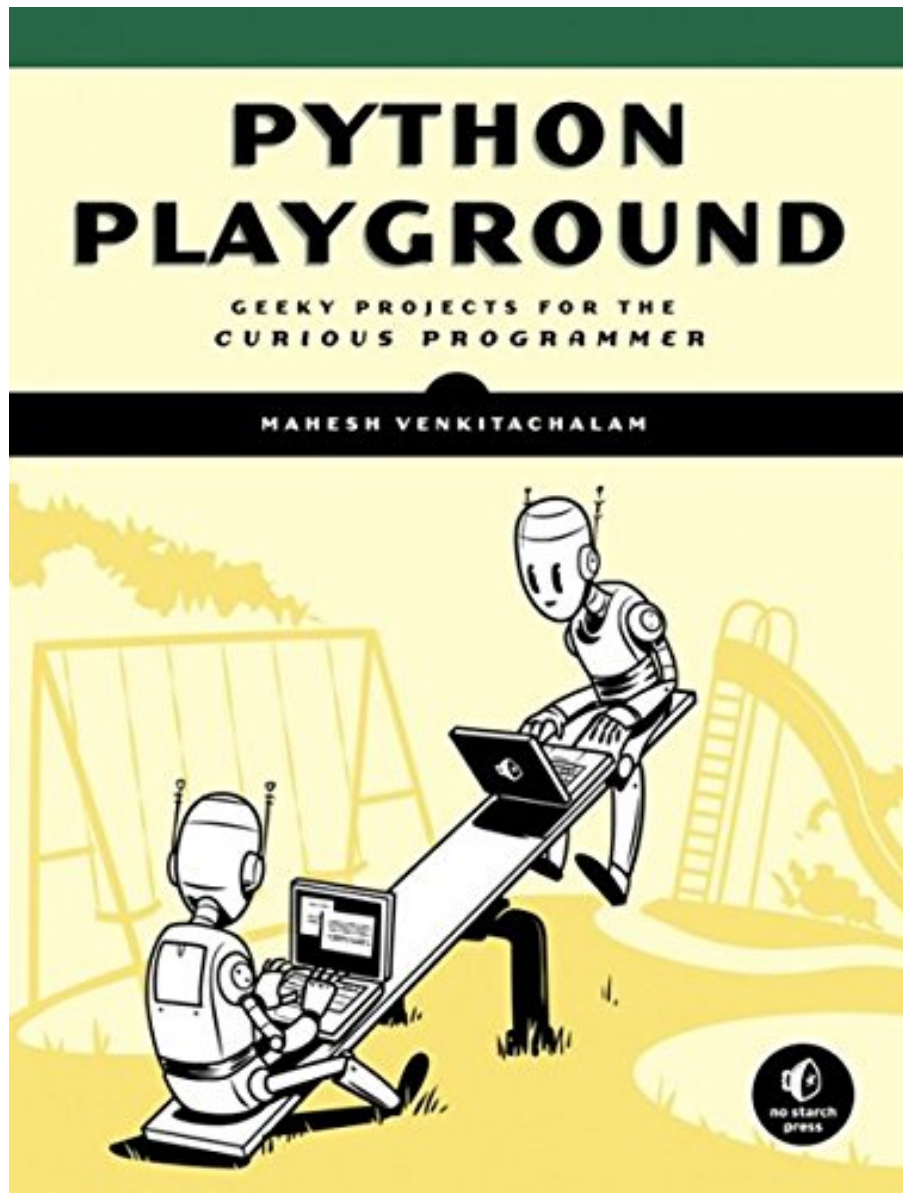# PYTHON PLAYGROUND: GEEKY PROJECTS FOR THE CURIOUS PROGRAMMER BY MAHESH VENKITACHALAM

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About the Author

Mahesh Venkitachalam is a software engineer with two decades of programming experience. He has nurtured a passion for technology since the eighth grade, which he channels into his popular electronics and programming blog, electronut.in.

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Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next?

Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like:

- Generate Spirograph-like patterns using parametric equations and the turtle module
- Create music on your computer by simulating frequency overtones
- Translate graphical images into ASCII art
- Write an autostereogram program that produces 3D images hidden beneath random patterns
- Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboarding techniques
- Construct 3D visualizations using data from CT and MRI scans
- Build a laser show that responds to music by hooking up your computer to an Arduino

Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground.

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About the Author

Mahesh Venkitachalam is a software engineer with two decades of programming experience. He has nurtured a passion for technology since the eighth grade, which he channels into his popular electronics and programming blog, electronut.in.

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Get ready to dive into the fascinating world of electronics and computer programming

By Raviprakash
Disclaimer: I was a technical reviewer of the chapter on application of Raspberry-Pi (chapter 14) in this book for the publisher.

If you are the kind of person who likes to tinker with electronics and computers than "Python Playground" is definitely a book worth reading. It assumes the reader has moderate level of understanding in computer programming and python language. The author introduces electronics and programming in python through a series of interesting hardware and software projects. The book covers a wide range of topics including text processing, data analysis, plotting, animation, simulation (implementation of some interesting algorithms like Karplus-strong), image manipulation and processing, computer graphics (including 3D) and lastly hardware (electronics, interfacing and fun with Raspberry-Pi). The style of introducing these topics by examples makes this book eminently readable and can get the reader to do useful stuff right off the bat. Personally, I was able to interface numerous electronic instruments to a computer for data capture, analysis and display by using the chapter on Arduino (chapter 12) as reference. The chapters on hardware hacking are an excellent introduction to electronic circuits and other popular hardware like Arduino and Raspberry-Pi. Overall, not only is this a great book to read but also a good reference. I would definitely recommend this book to all of you who are interested in dabbling with electronics and programming.

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Fantastic Projects
By thatfatdood
I've only skimmed through this book so far, but it's amazing. I can't believe the quality of the projects that Venkitachalam provides.

I've been programming with Python for a while now, and I'm tired of so many beginner's books. I'm glad that the author assumes you are familiar with the language and concepts, and he dives right into making awesome projects.

You can make a laser light show that responds to sound, you can simulate the sounds of musical instruments, and create 3D particle effects, all using Python.

If you want to make cool s***, I HIGHLY recommend this book!

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