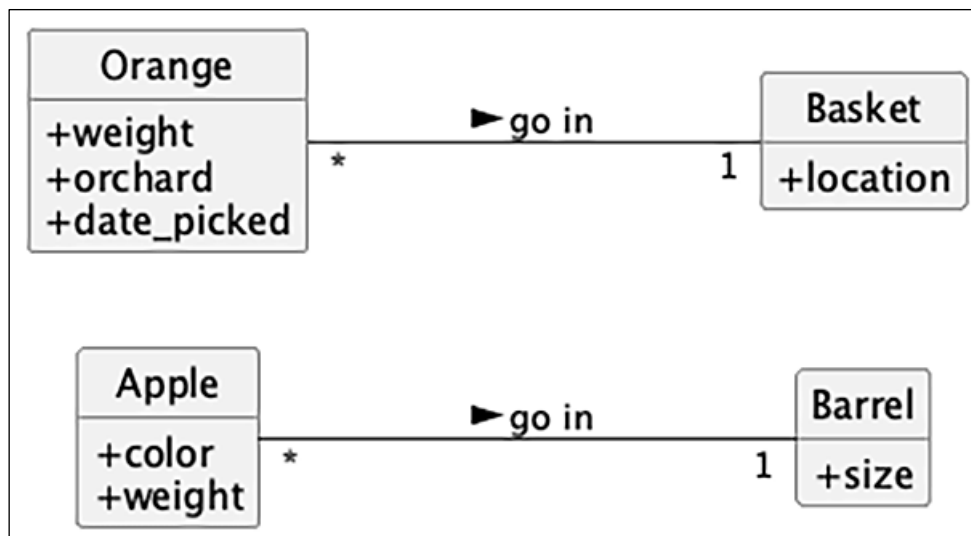
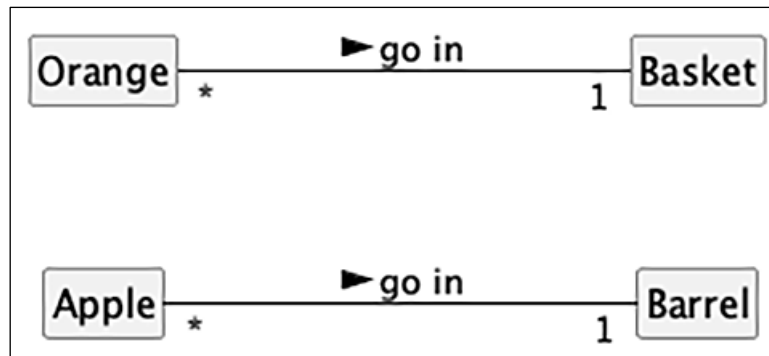
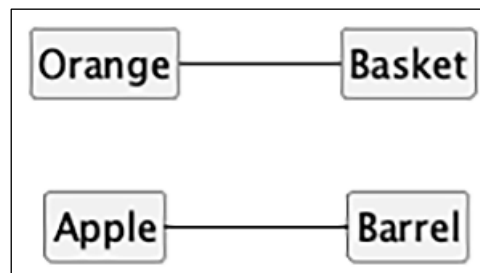
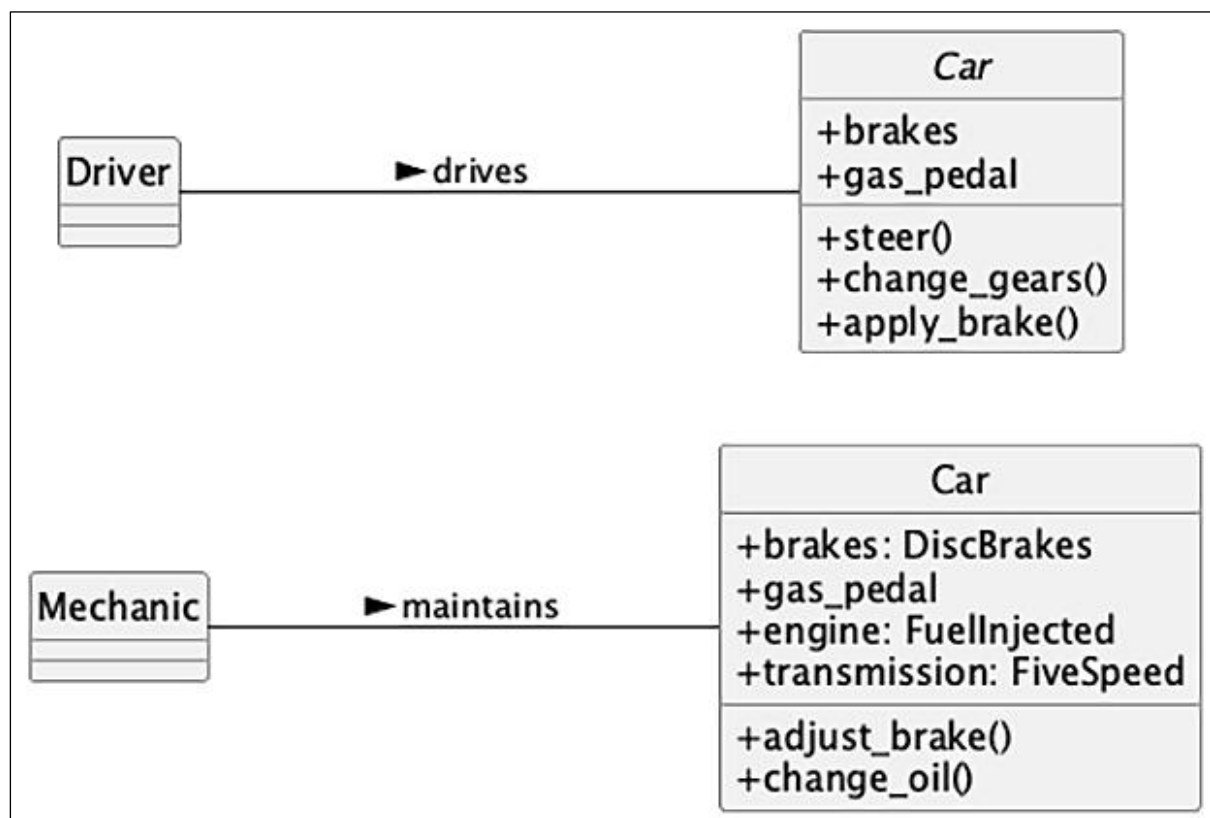
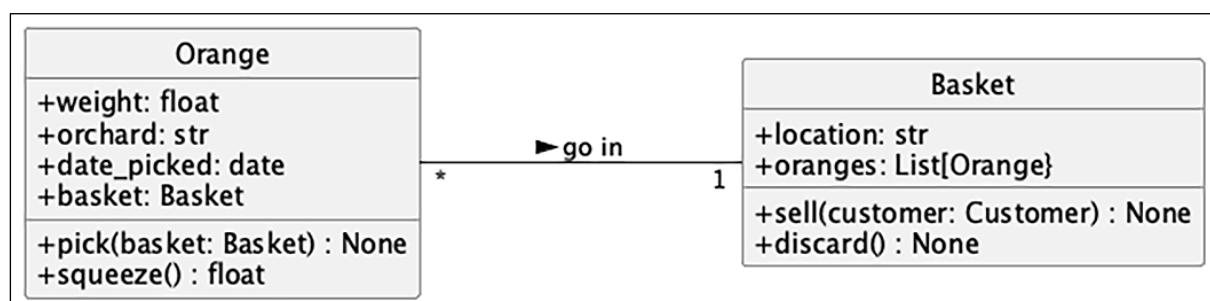
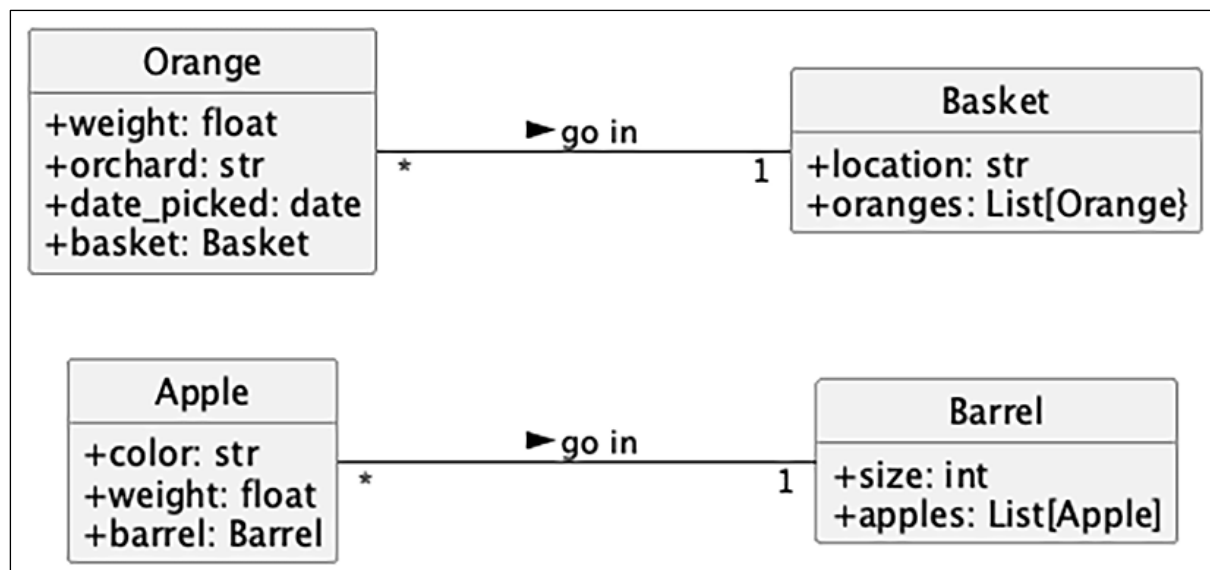
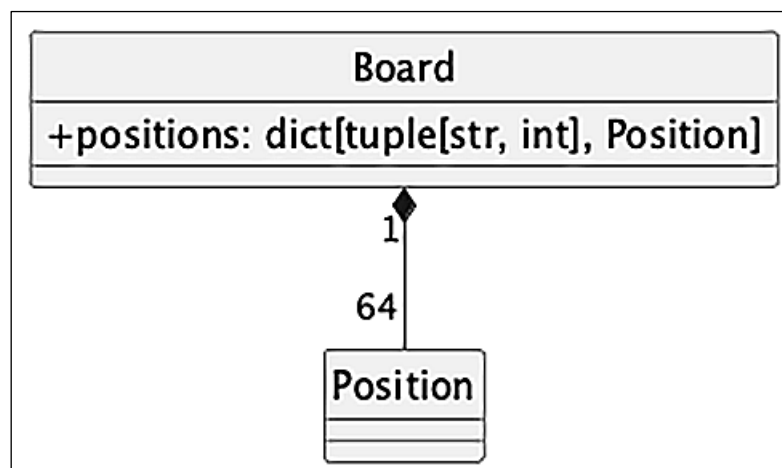
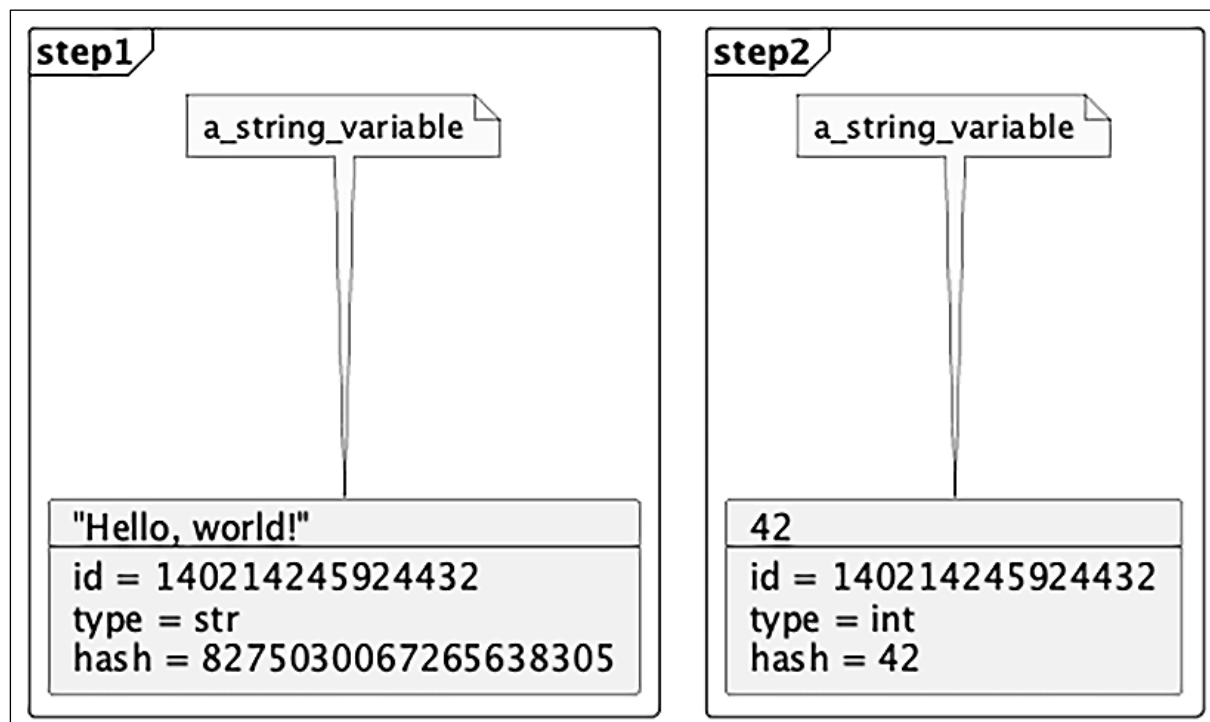


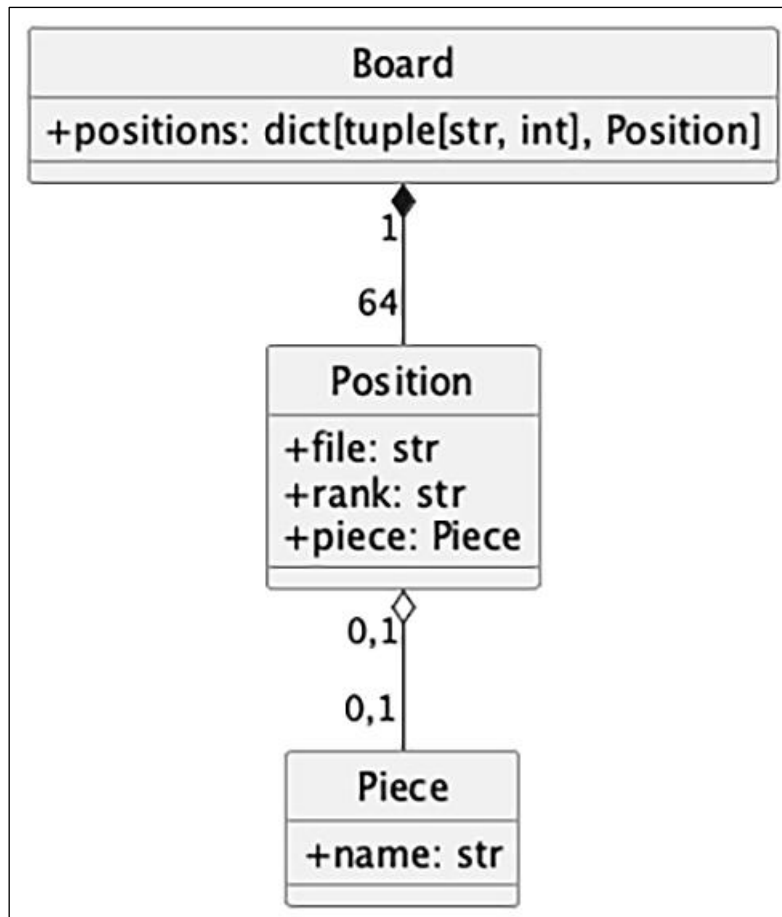
Chapter 1: Object-Oriented Design



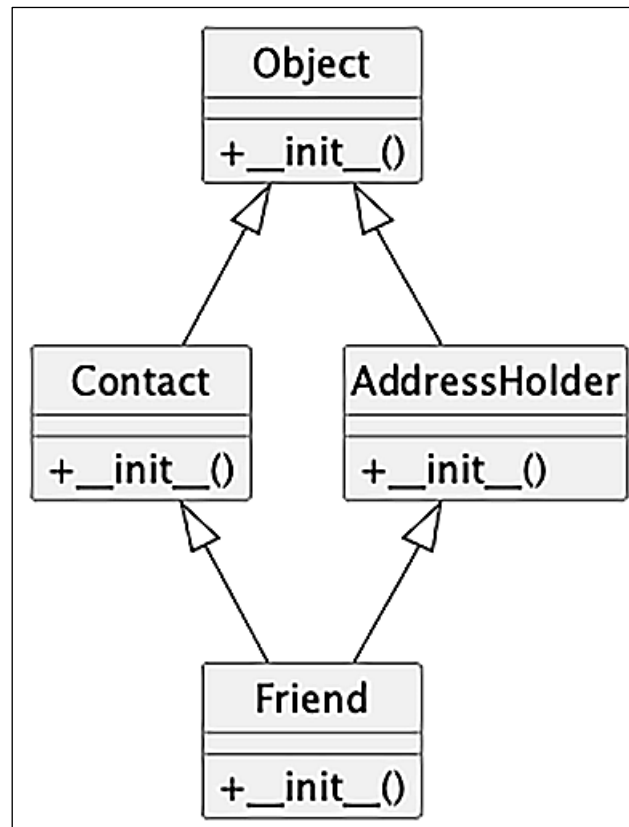
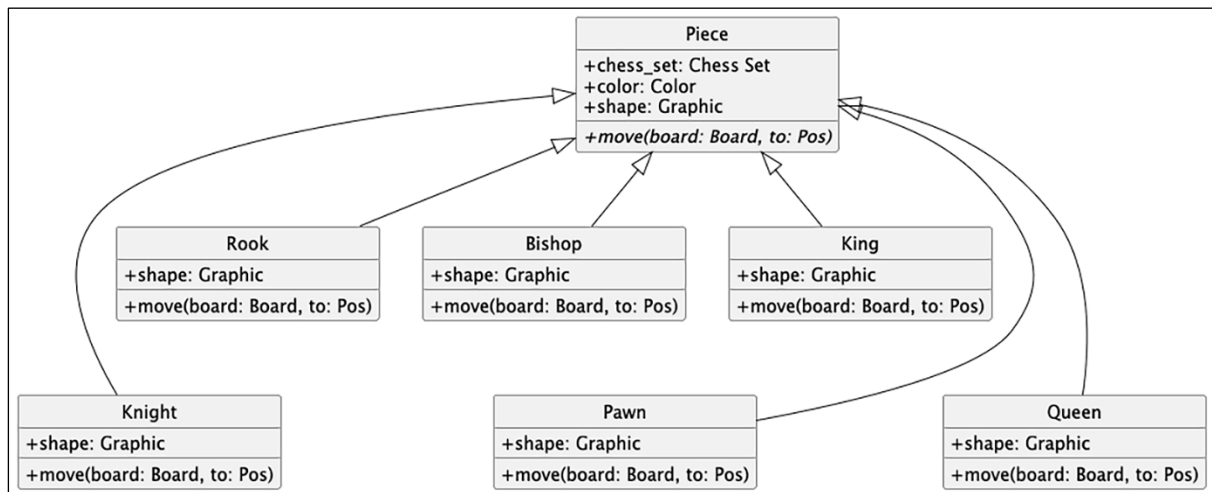


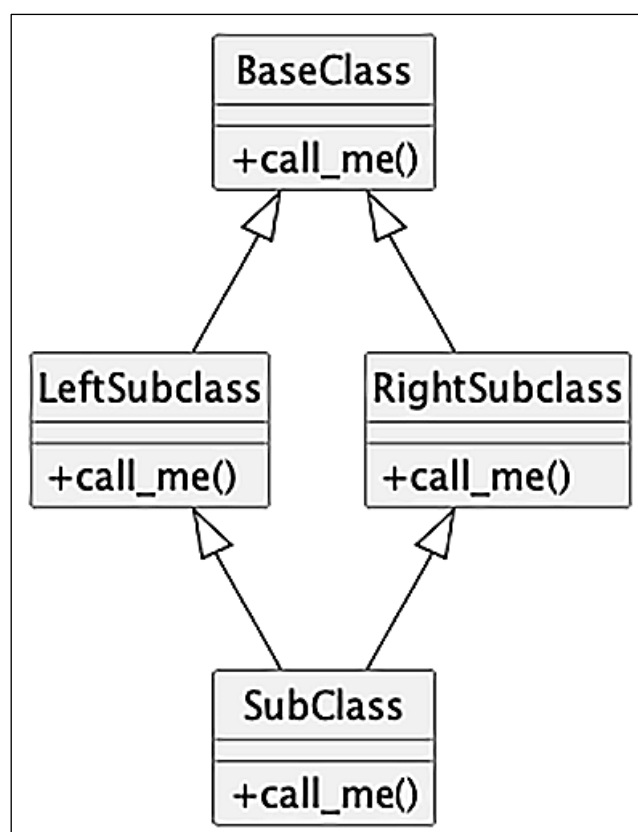
Chapter 2: Objects in Python



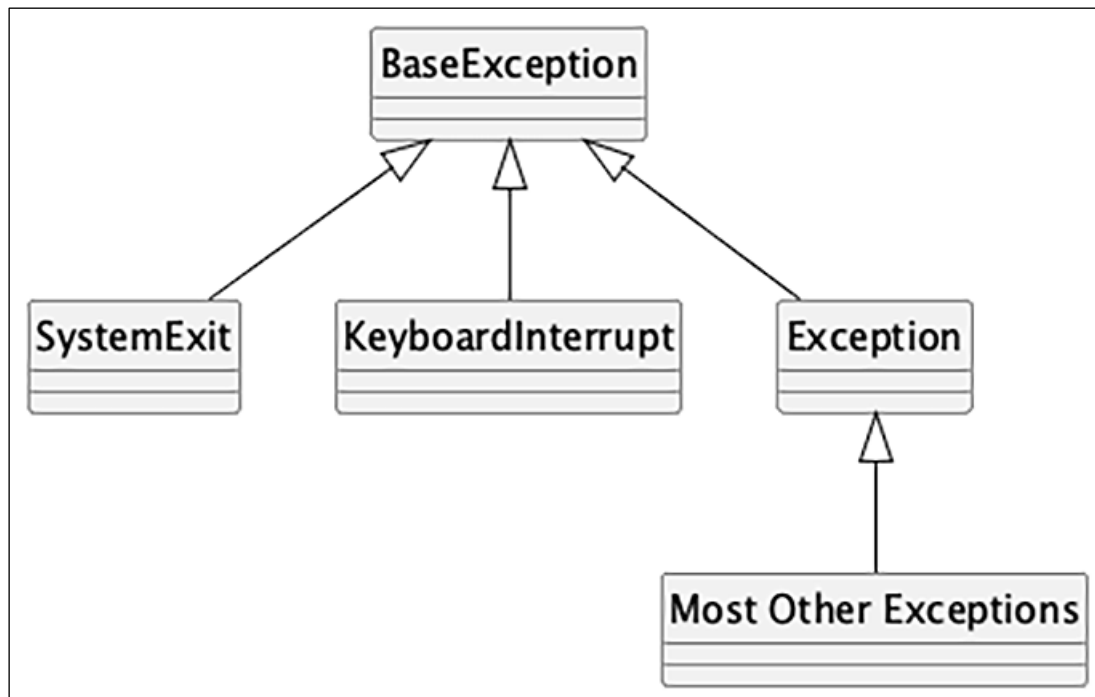


Chapter 3: When Objects Are Alike

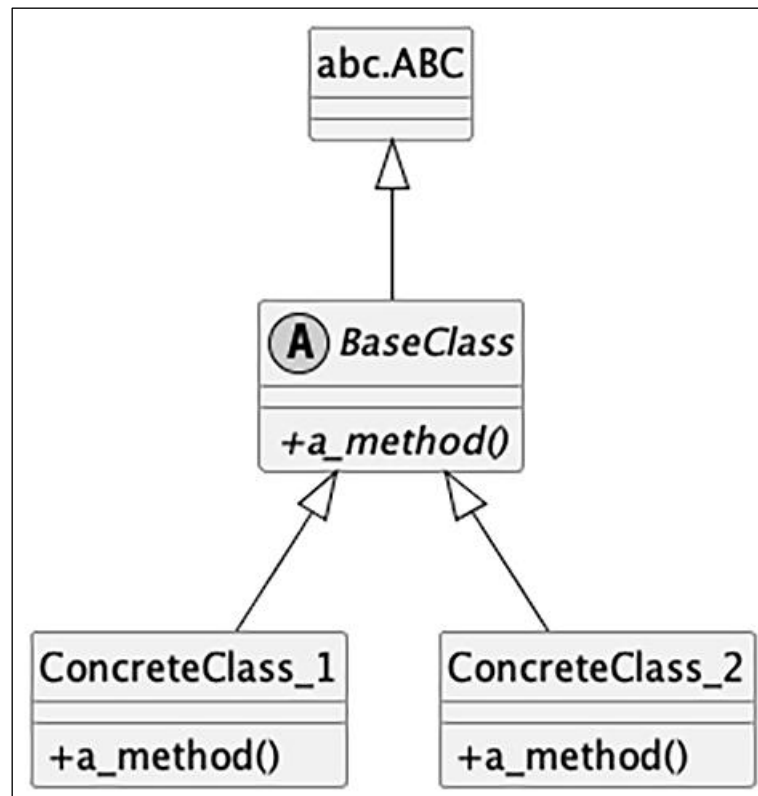


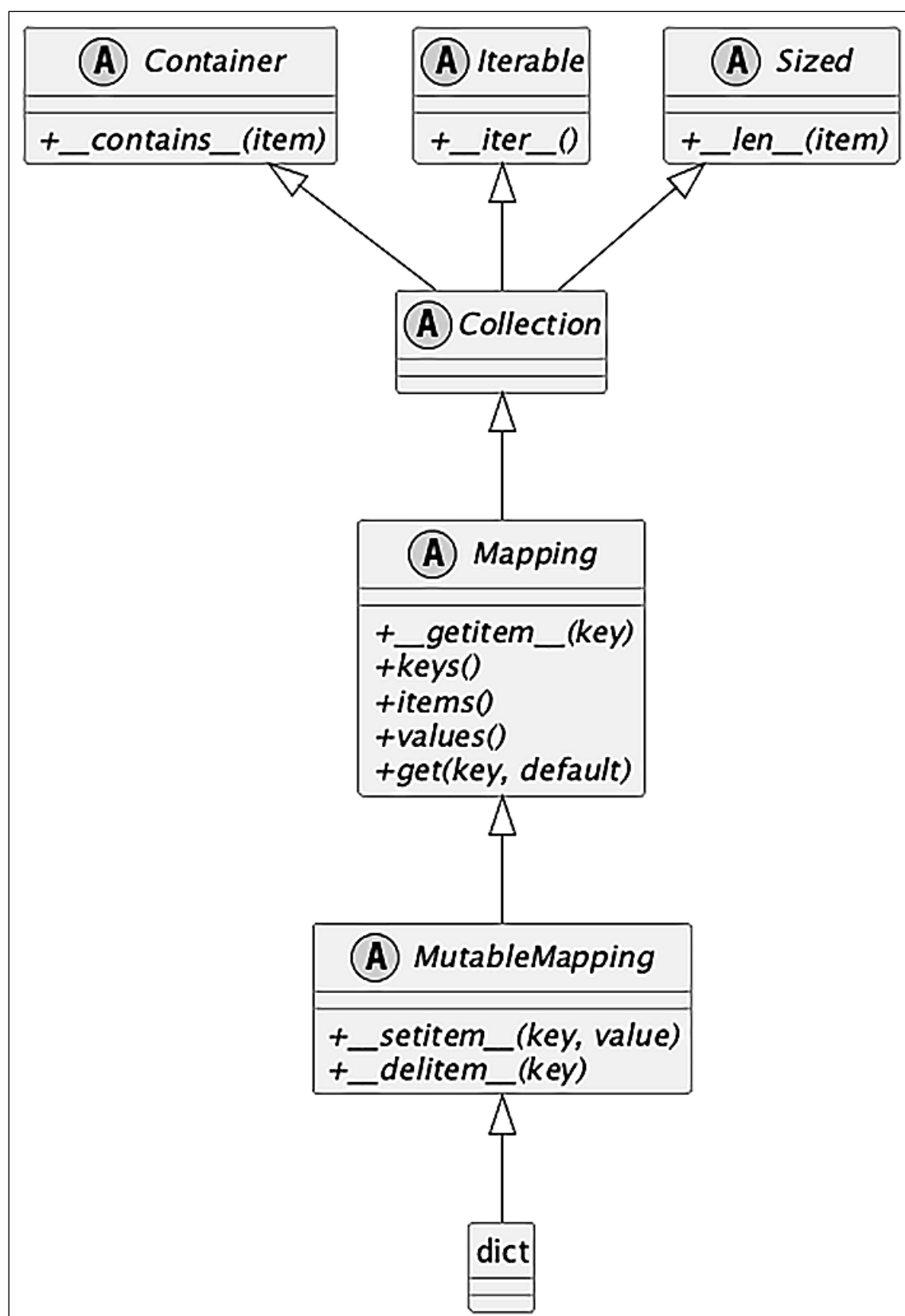


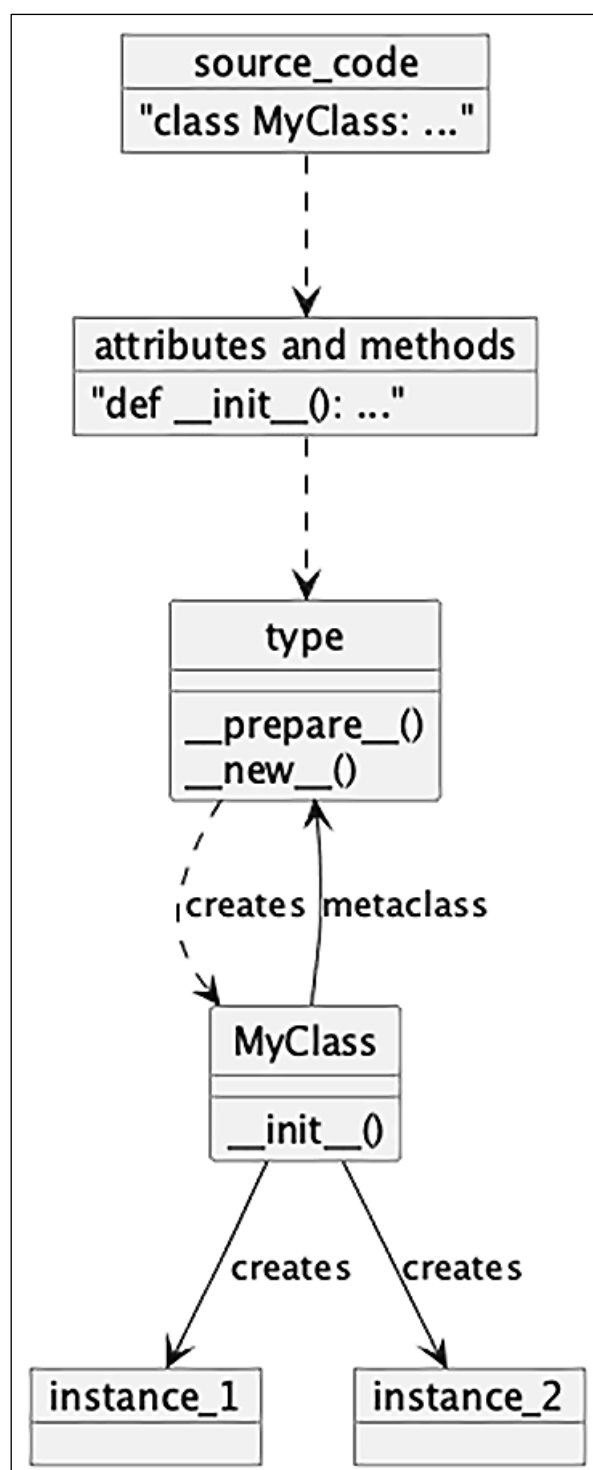
Chapter 4: Expecting the Unexpected

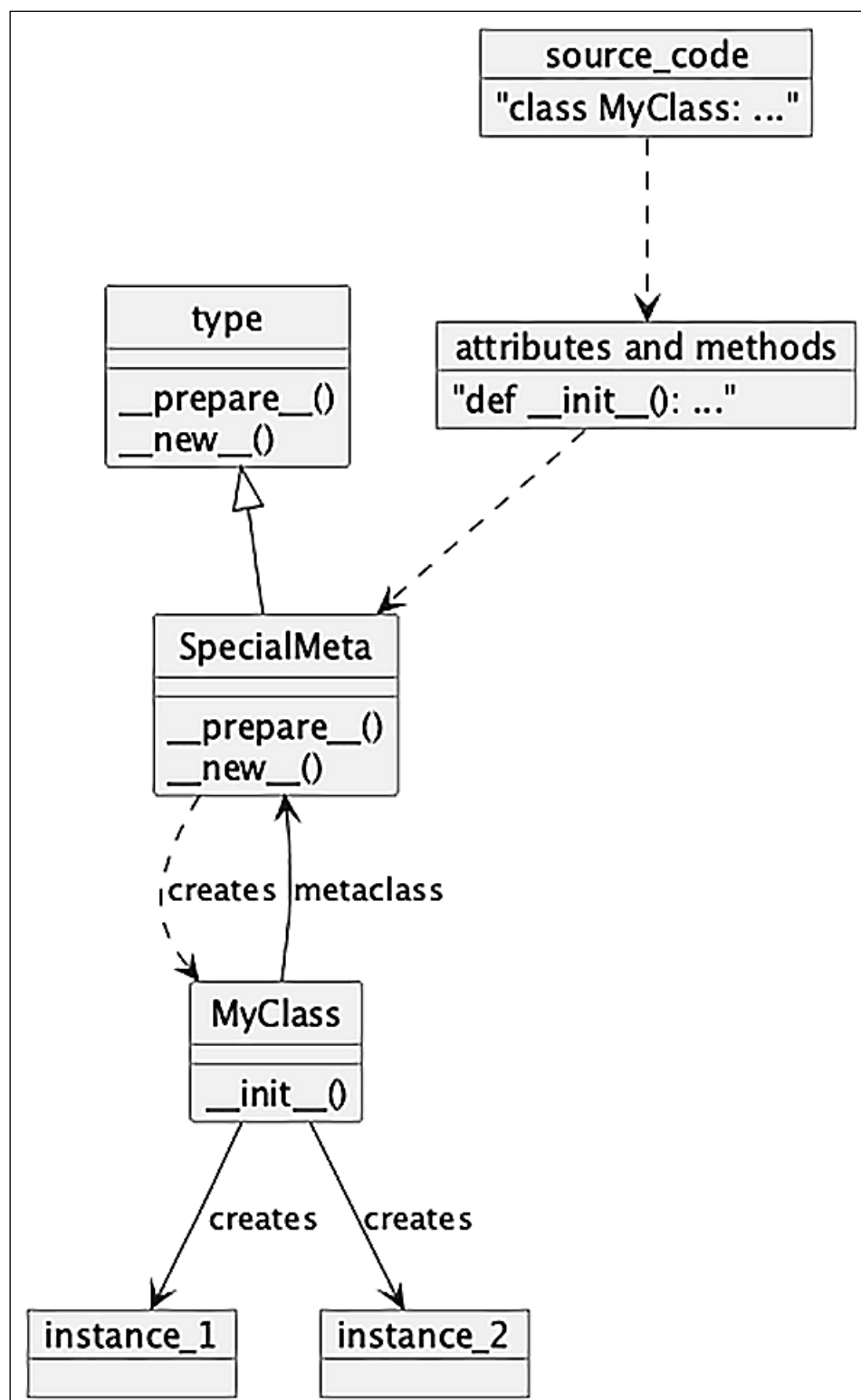


Chapter 6: Abstract Base Classes and Operator Overloading

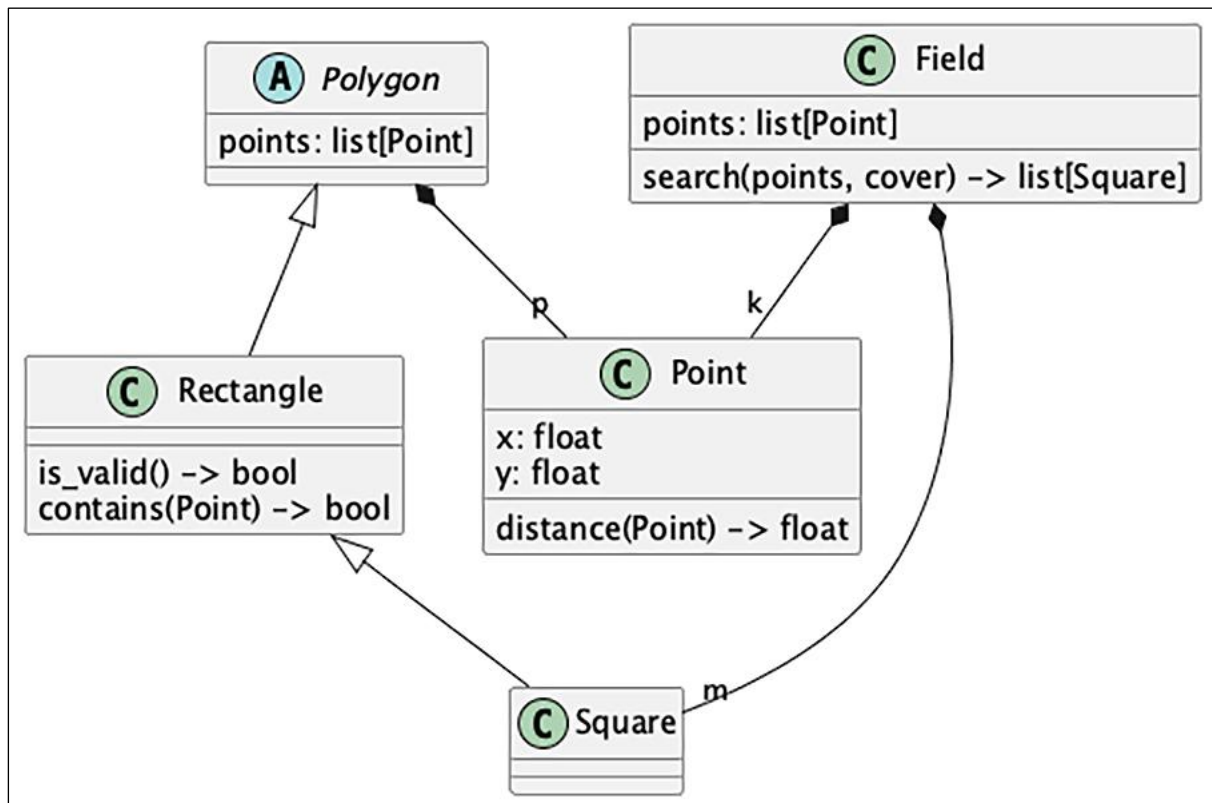




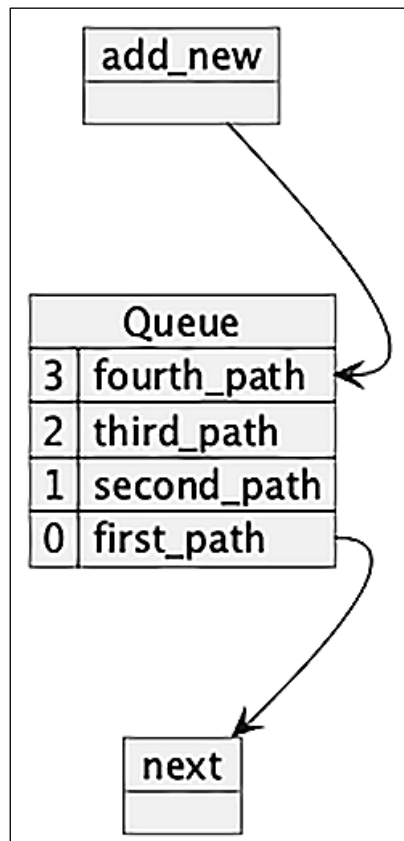




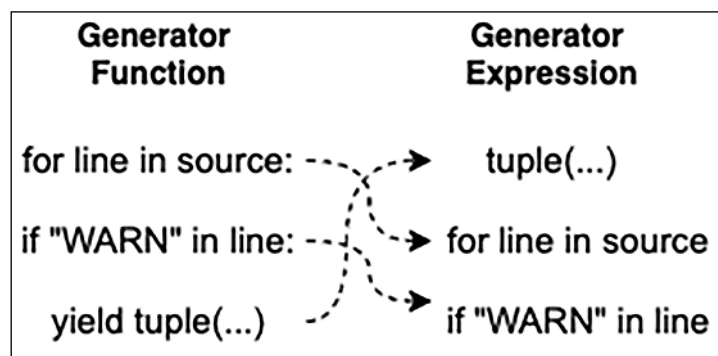
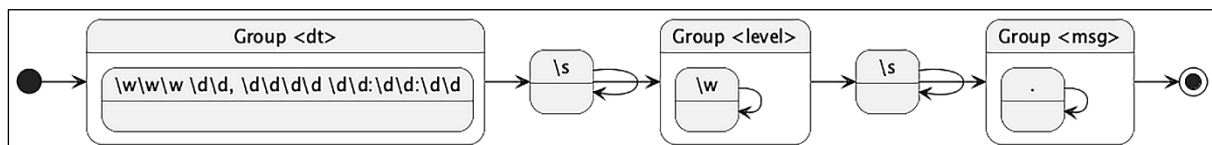
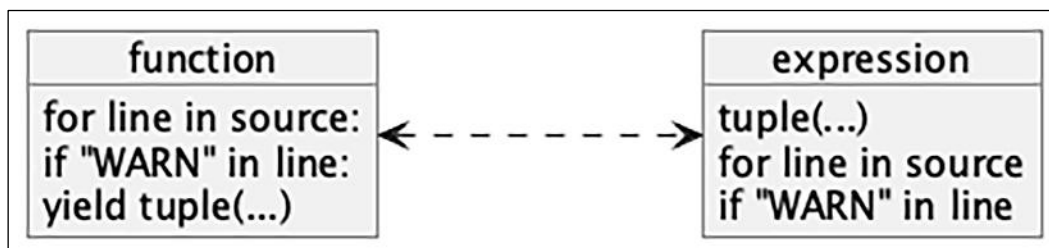
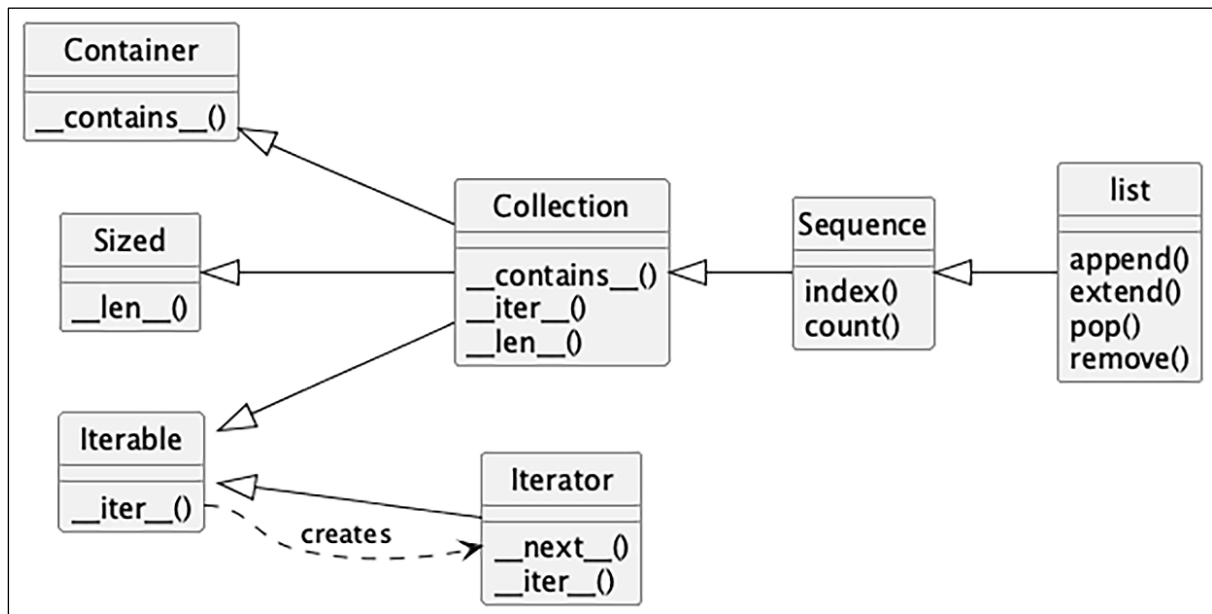
Chapter 7: Python Type Hints



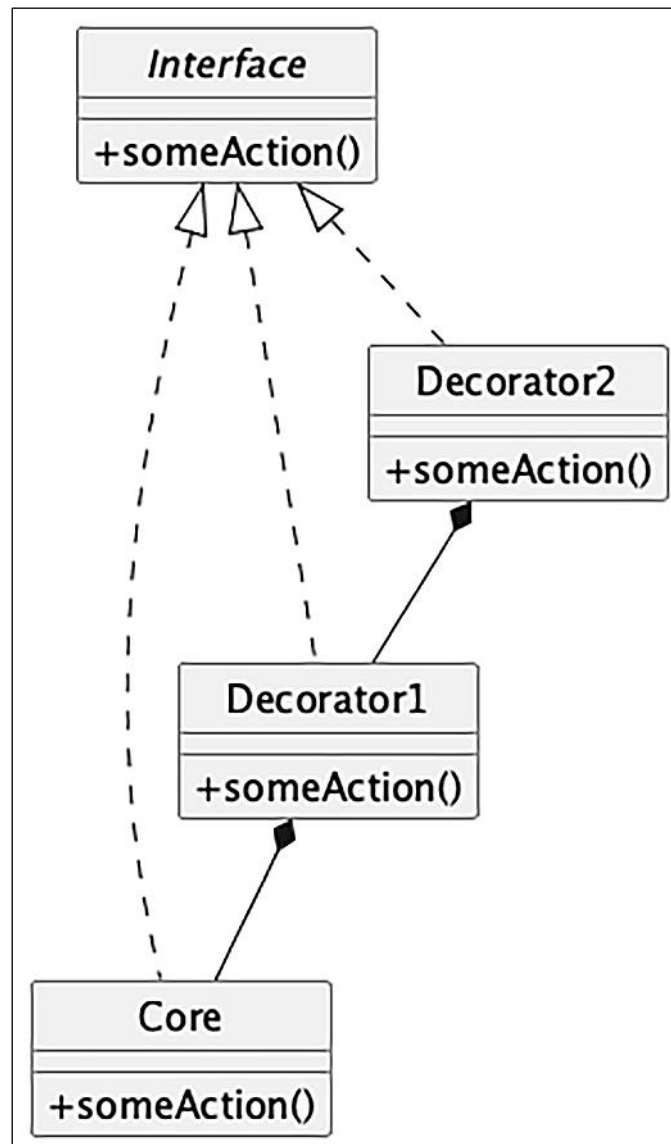
Chapter 8: Python Data Structures



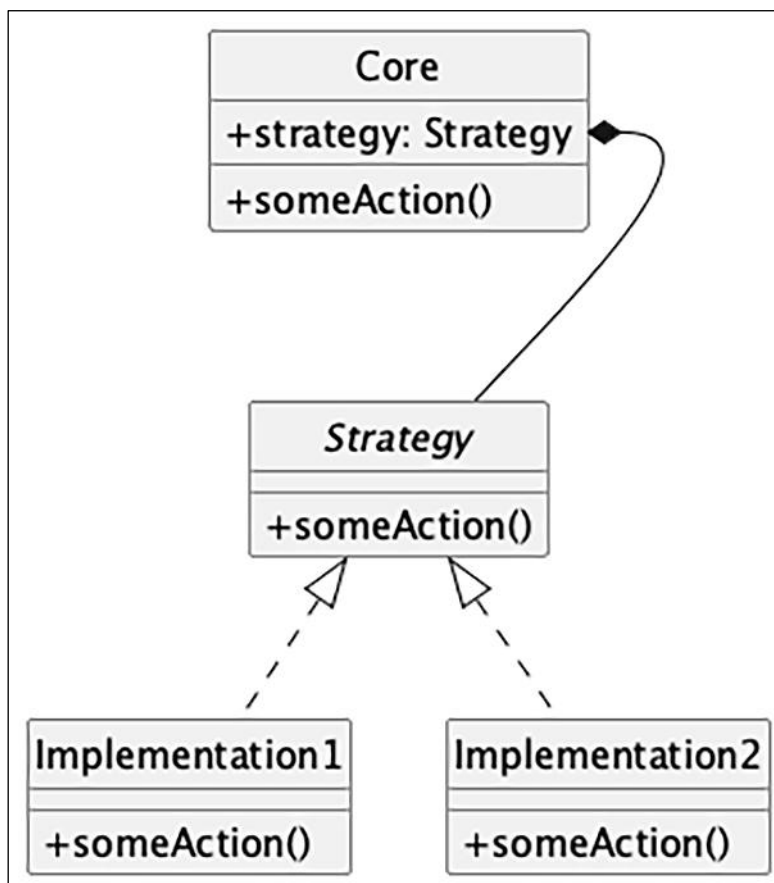
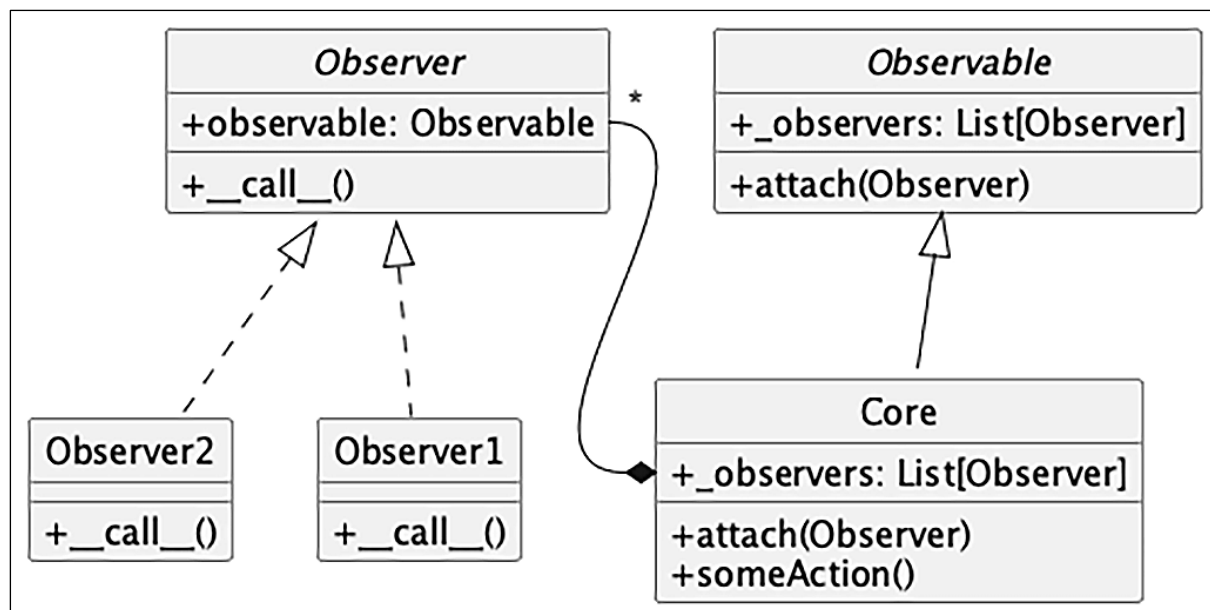
Chapter 10: The Iterator Pattern

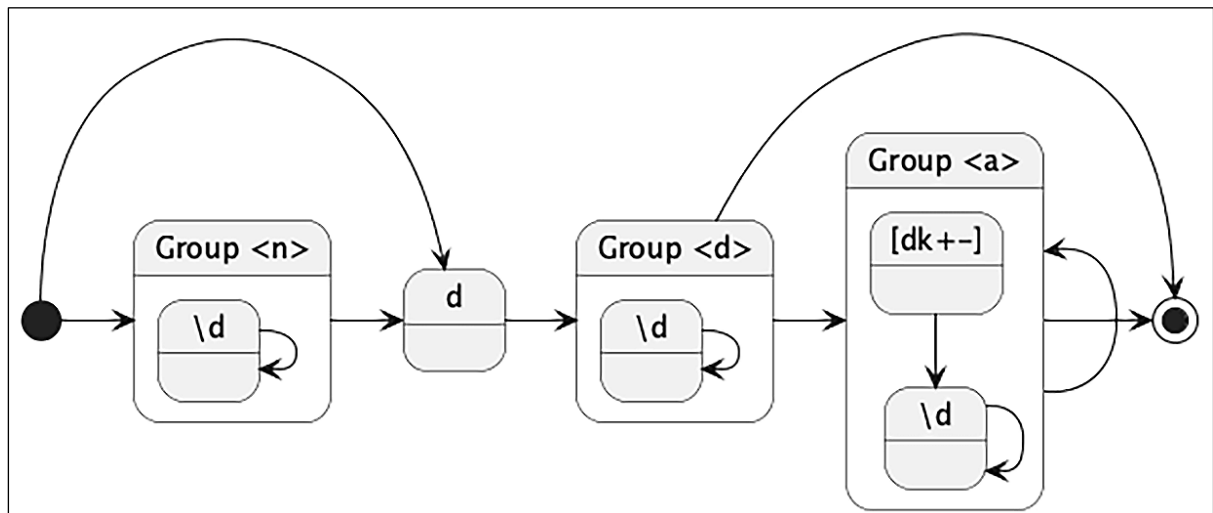
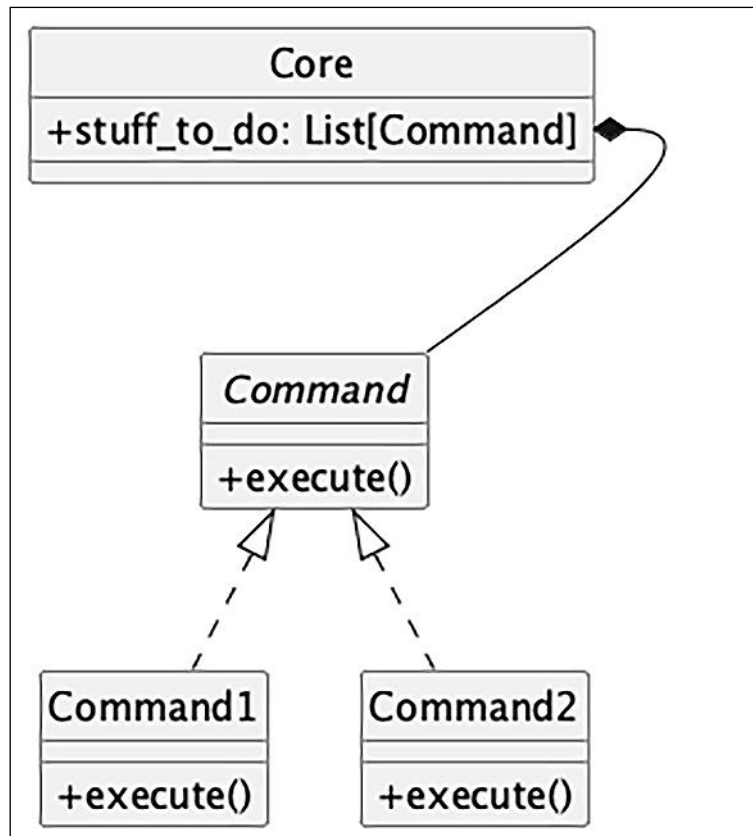


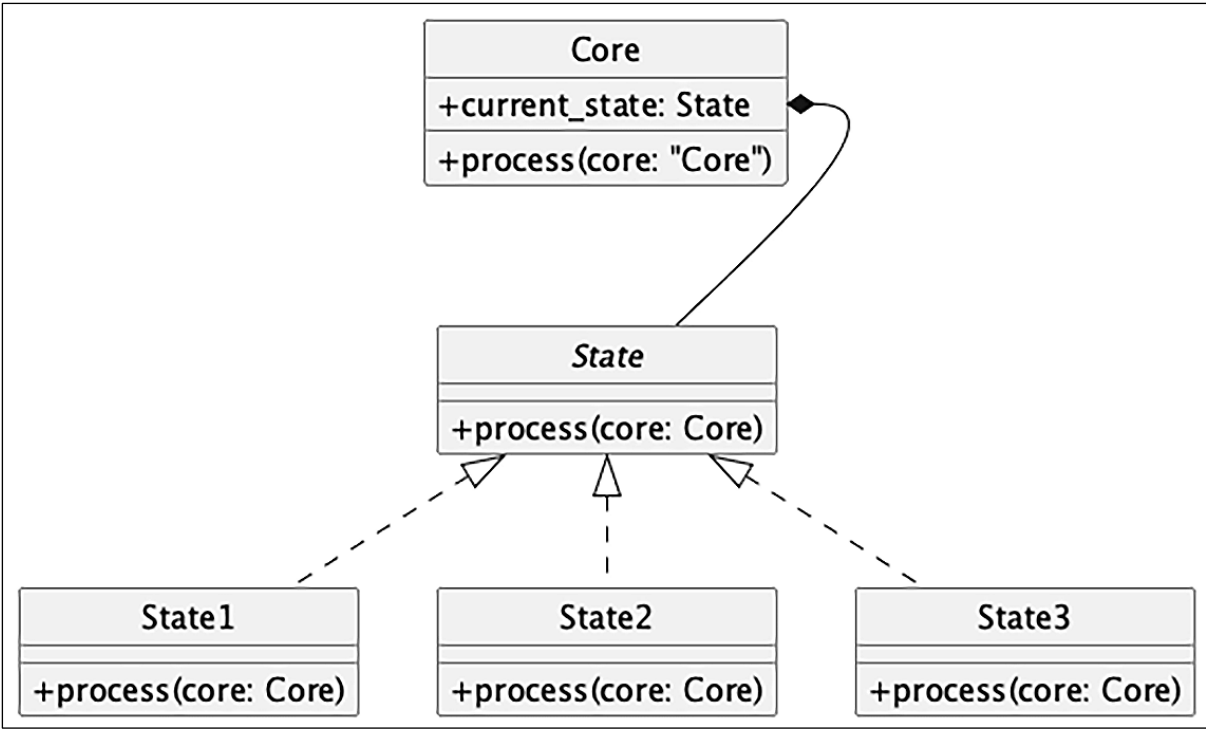
Chapter 11: Common Design Patterns

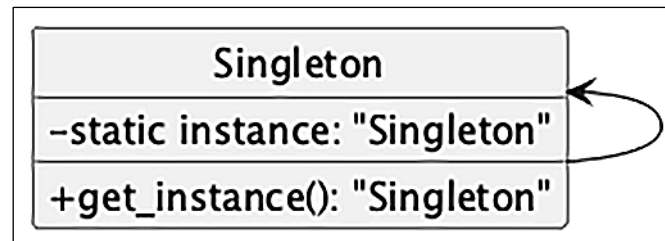


src — Server — python socket_server.py — 50x24	src — Client — -zsh — 50x24
<pre>% ls __pycache__ socket_server.py socket_client.py % python socket_server.py Receiving b'Dice 5 2d6' from 127.0.0.1 Sending b'Dice 5 2d6 = [6, 9, 8, 10, 3]' to 127.0.0.1 Receiving b'Dice 6 4d6k3' from 127.0.0.1 Sending b'Dice 6 4d6k3 = [5, 11, 14, 8, 7, 13]' to 127.0.0.1 Receiving b'Dice 3 10d8+2' from 127.0.0.1 Sending b'Dice 3 10d8+2 = [42, 32, 41]' to 127.0.0.1 .1</pre>	<pre>% ls __pycache__ socket_server.py socket_client.py % python socket_client.py How many rolls: 5 Dice pattern nd6[dk+-]a: 2d6 Dice 5 2d6 = [6, 9, 8, 10, 3] % % python socket_client.py How many rolls: 6 Dice pattern nd6[dk+-]a: 4d6k3 Dice 6 4d6k3 = [5, 11, 14, 8, 7, 13] % % python socket_client.py How many rolls: 3 Dice pattern nd6[dk+-]a: 10d8+2 Dice 3 10d8+2 = [42, 32, 41] % </pre>

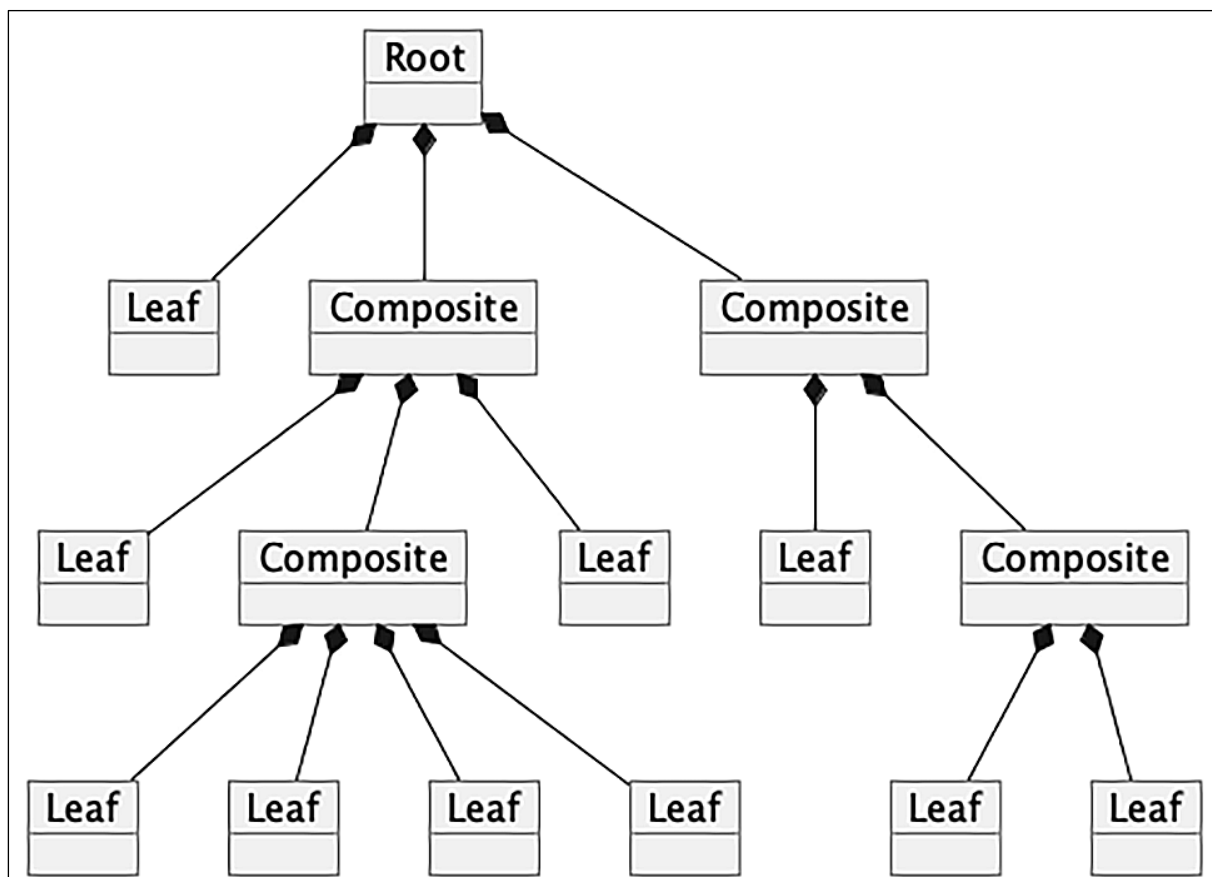
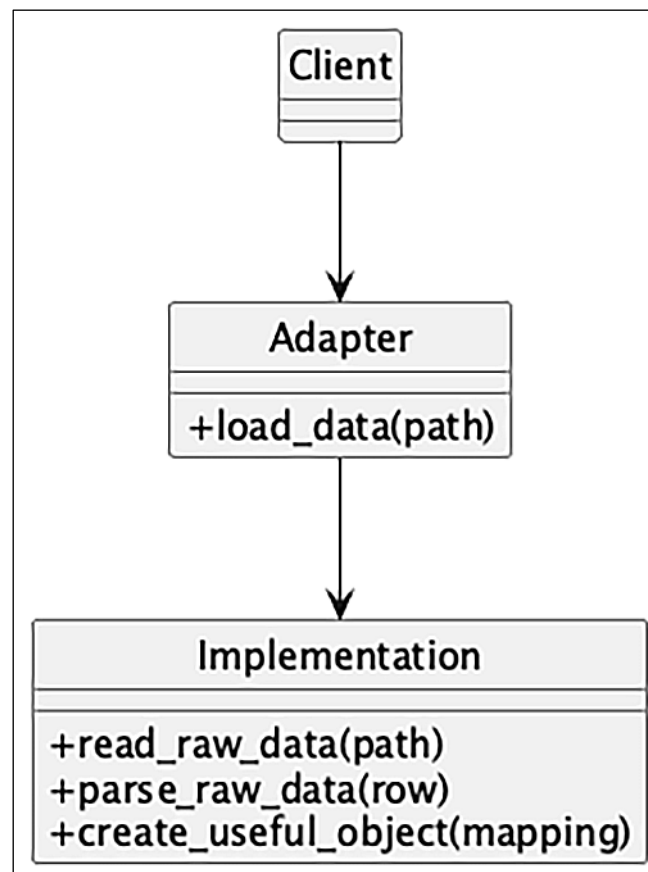


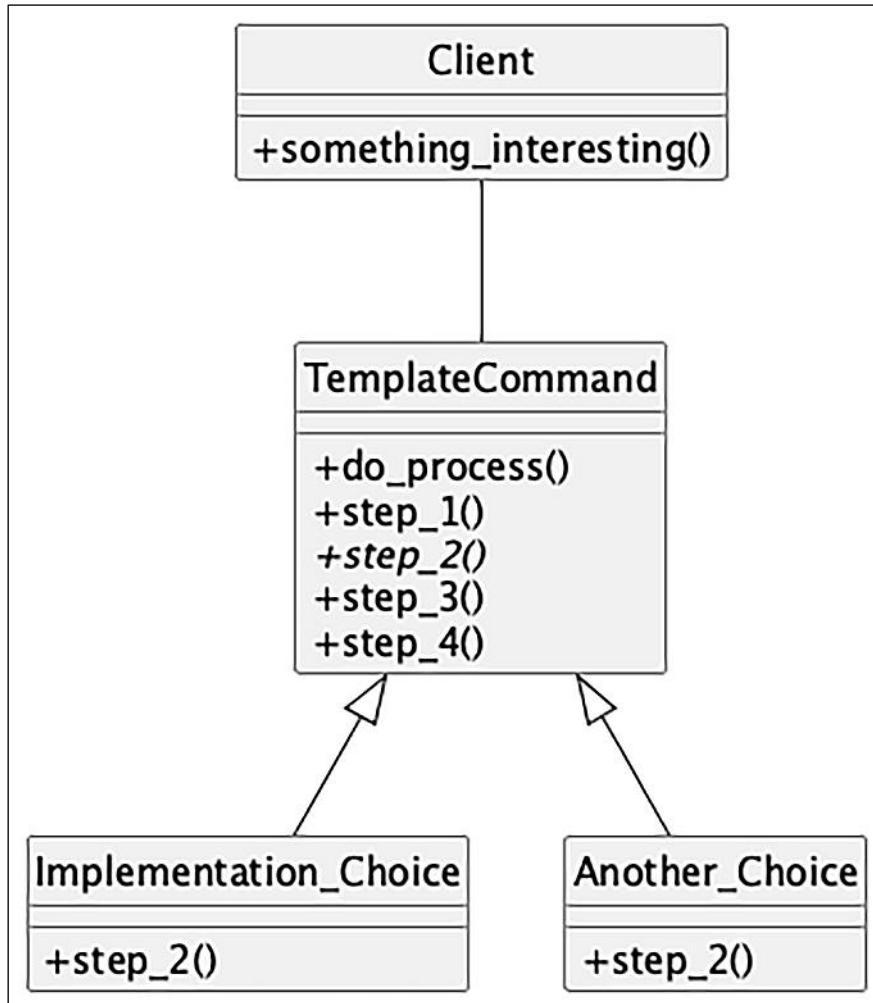


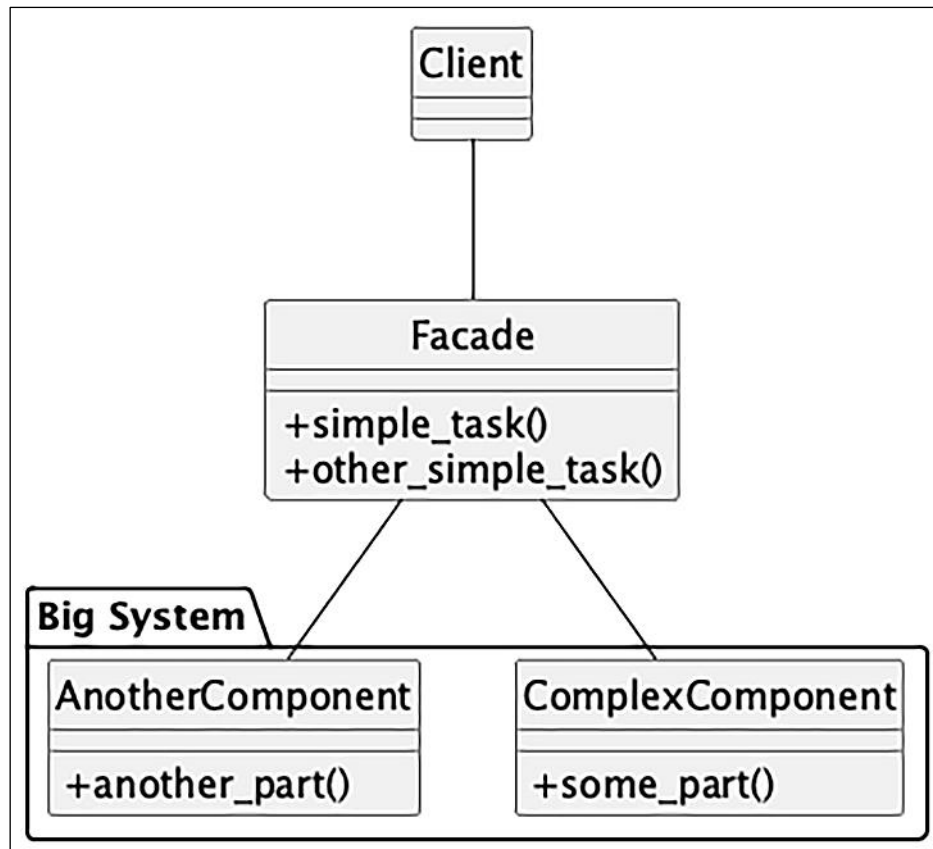


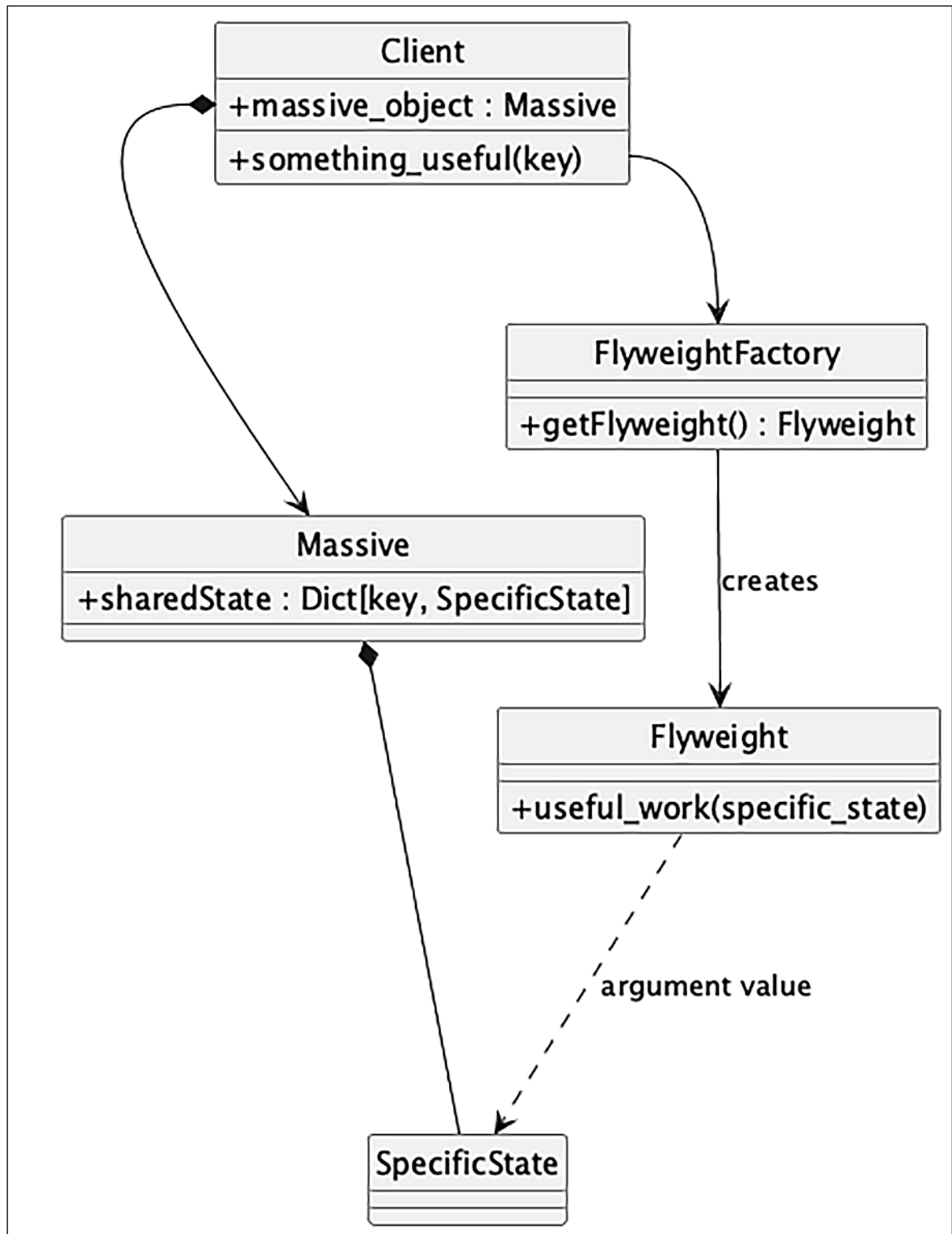


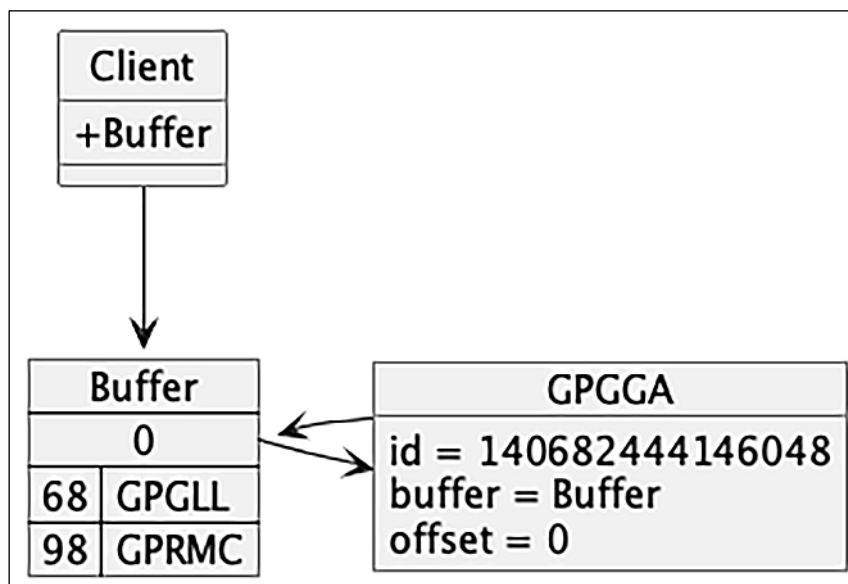
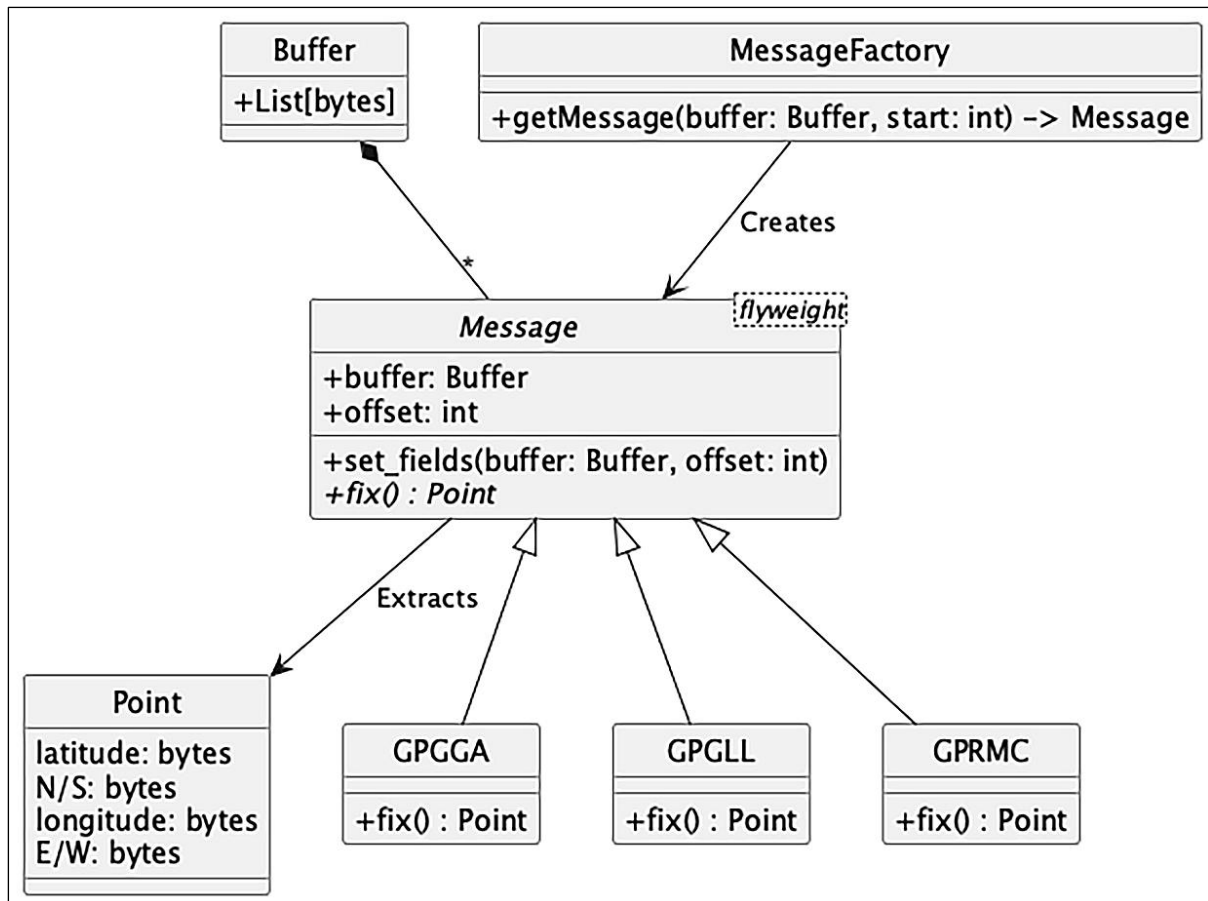
Chapter 12: Advanced Design Patterns

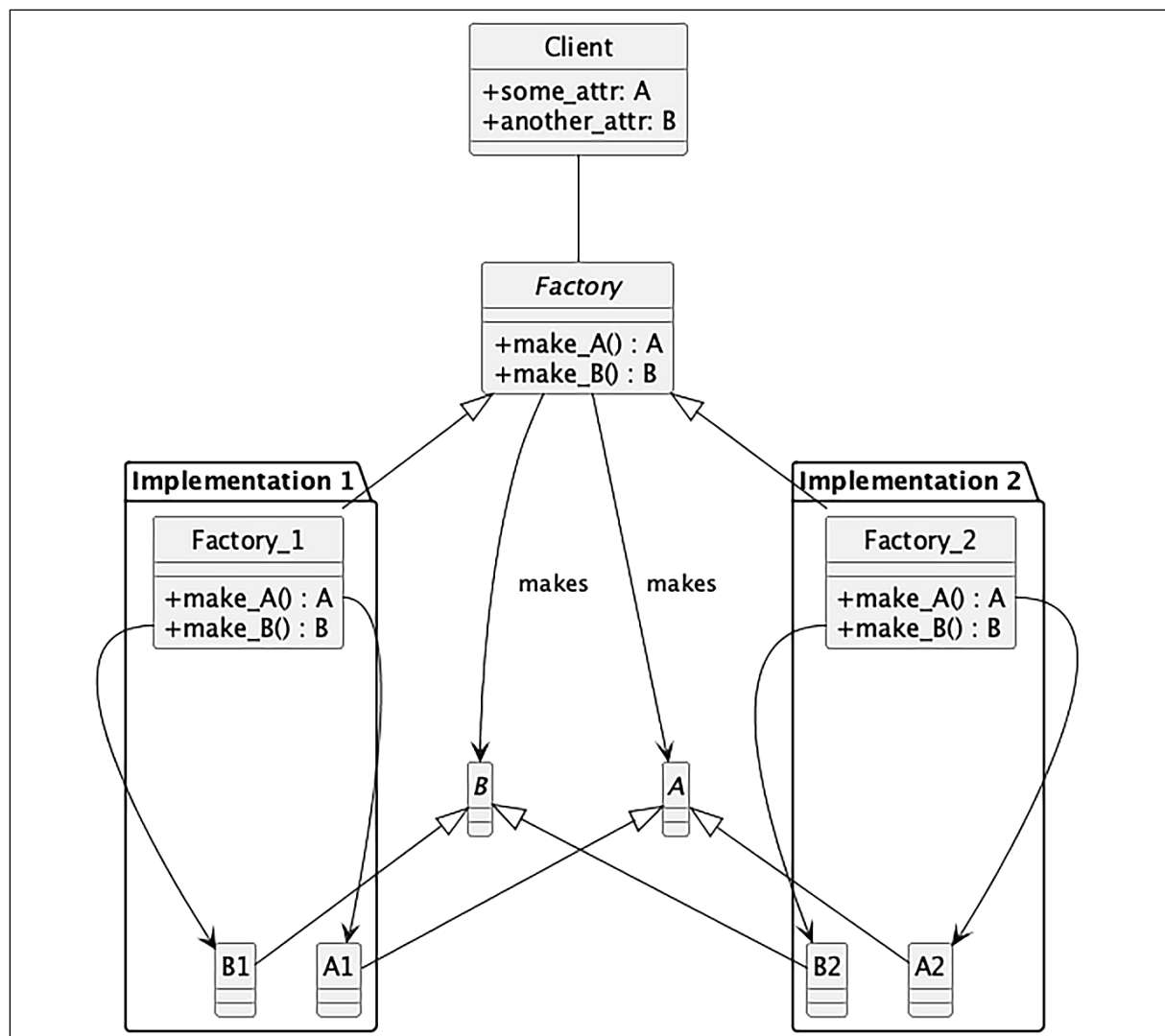


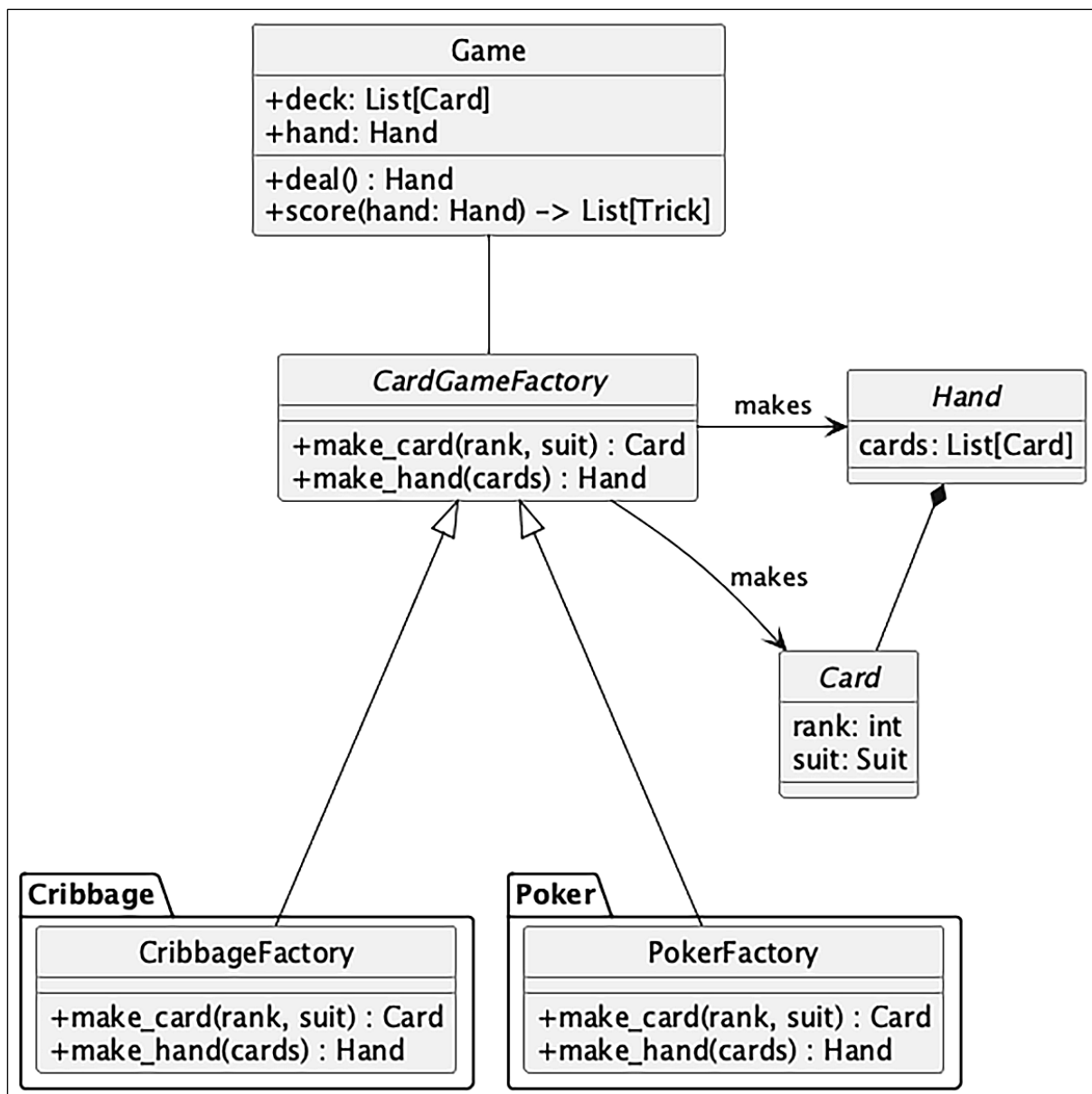


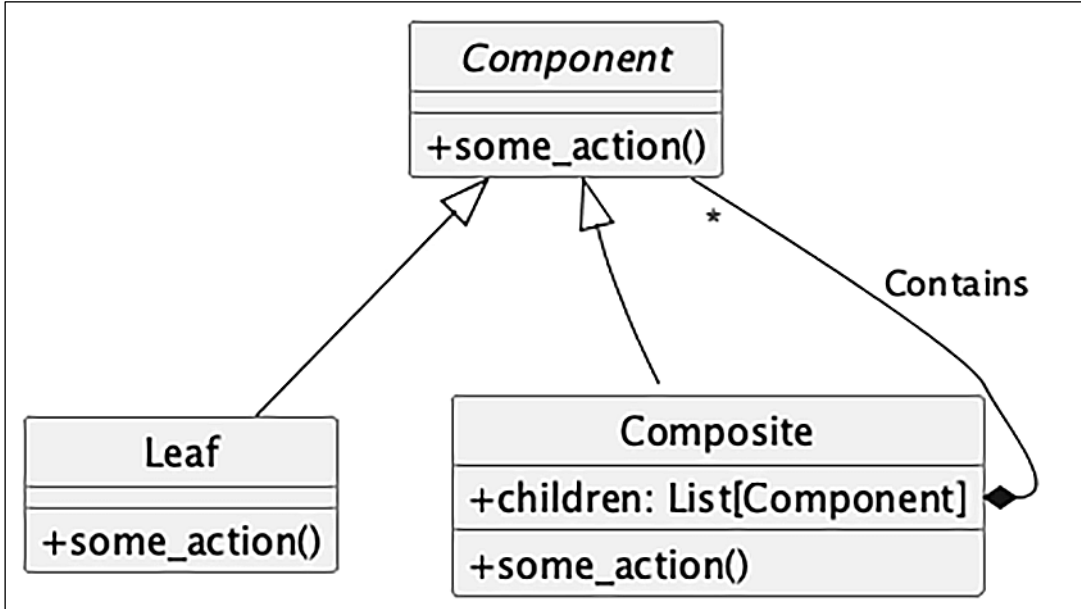
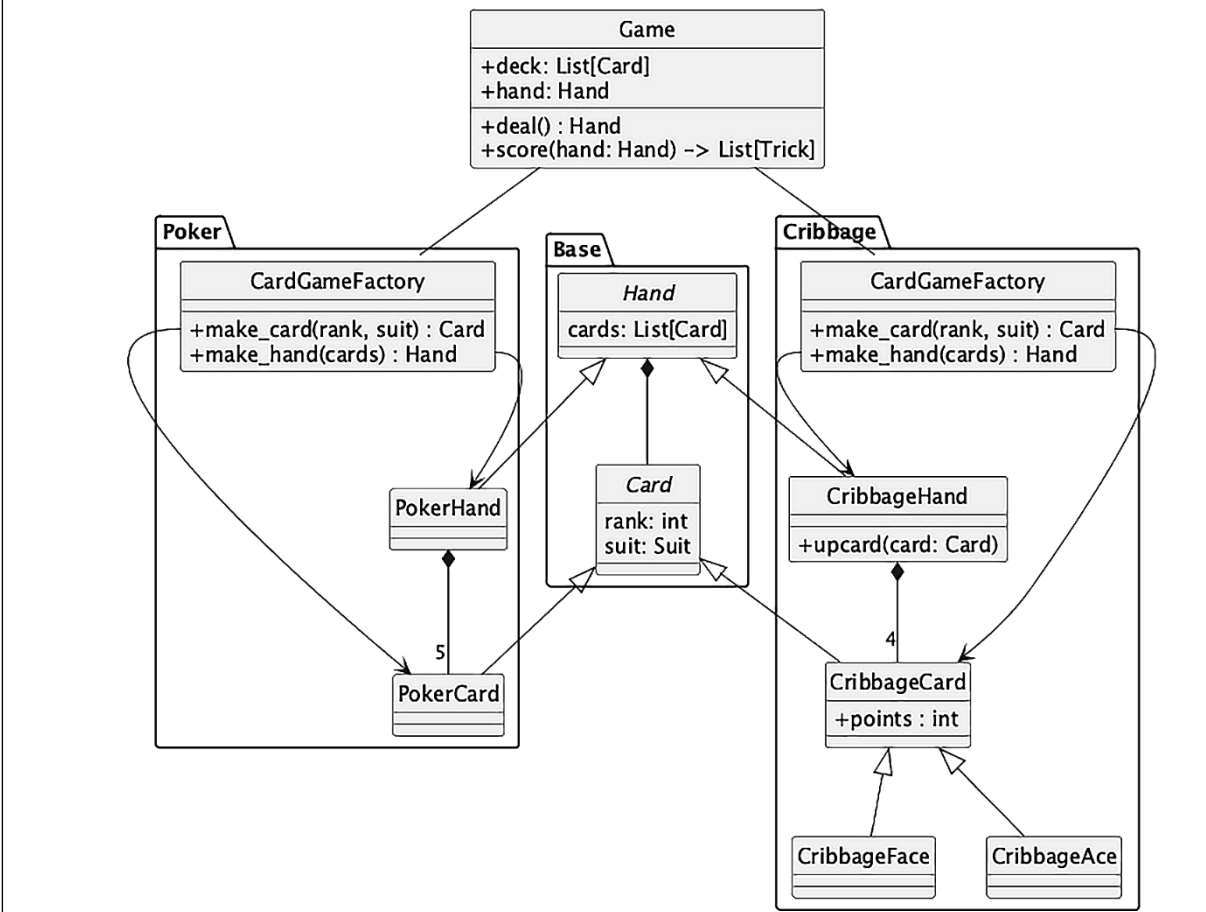












Chapter 14: Concurrency

