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# Python Playground: Geeky Projects for the Curious Programmer

By Mahesh Venkitachalam



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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 billboard 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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### **Editorial Review**

#### **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](http://electronut.in).

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