

# Programming and howtos

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Created *15/03/2019 - 12:13am*

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- [Tutorial: Why Functions Modify Lists and Dictionaries in Python](#) [3]

Python's functions (both the built-in ones and custom functions we write ourselves) are crucial tools for working with data. But what they do with our data can be a little confusing, and if we're not aware of what's going on, it could cause serious errors in our analysis.

In this tutorial, we're going to take a close look at how Python treats different data types when they're being manipulated inside of functions, and learn how to ensure that our data is being changed only when we want it to be changed.

- [Introduction to Python FTP](#) [4]

In this tutorial, we will explore how to use FTP with Python to send and receive files from a server over TCP/IP connections.

To make things easier and more abstract, we will be using Python's `ftplib` library which provides a range of functionalities that make it easier to work with FTP. We'll see the implementation for uploading and downloading files from the server, as well as some other cool things that "ftplib" allows us to do.

- [Emmanuele Bassi: A little testing](#) [5]

Years ago I started writing Graphene as a small library of 3D transformation-related math types to be used by GTK (and possibly Clutter, even if that didn't pan out until Georges started working on the Clutter fork inside Mutter).

Graphene's only requirement is a C99 compiler and a decent toolchain capable of either taking SSE builtins or support vectorization on appropriately aligned types. This means that, unless you decide to enable the GObject types for each Graphene type, Graphene doesn't really need GLib types or API except that's a bit of a lie.

As I wanted to test what I was doing, Graphene has an optional build time dependency on GLib for its test suite; the library itself may not use anything from GLib, but if you want to build and run the test suite then you need to have GLib installed.

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## [Development HowTos](#)

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