Python Programming: Django 3.0 Alpha, PyGame and More

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- **Django 3.0 alpha 1 released** [2]

  Django 3.0 alpha 1 is now available. It represents the first stage in the 3.0 release cycle and is an opportunity for you to try out the changes coming in Django 3.0.

  Django 3.0 has a raft of new features which you can read about in the in-development 3.0 release notes.

- **Exploring pygame 5 - Movement and Collision** [3]

  Movement is part of a large portion of games. When jumping between platforms, shooting against a horde of enemies, piloting a space ship and running through the streets, we are causing movement and interacting with the game environment, applying action and causing reactions.

  This chapter is to describe the basics of moving objects across the screen and their interaction with other elements through collision detection.

- **Master Python List Comprehension in 2 Minutes** [4]

  This tutorial explains Python list comprehension in no more than 2 minutes. It is the fastest method to search a list, apply some condition, and return a new list with selected elements.

You may find it similar to Python filter() method that filters values based on some condition. However, list comprehension has a powerful syntax which gives more options.

- **Absolute vs Relative Imports in Python** [5]

    If you?ve worked on a Python project that has more than one file, chances are you?ve had to use an import statement before. Even for Pythonistas with a couple of projects under their belt, imports can be confusing!

    If you?re reading this because you?d like to gain a deeper understanding of imports in Python, particularly absolute and relative imports, then you?ve come to the right place! In this tutorial, you?ll learn the differences between the two, as well as their pros and cons.

- **PyCoder?s Weekly: Issue #385 (Sept. 10, 2019)** [6]

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[1] http://www.tuxmachines.org/taxonomy/term/145
[2] https://www.djangoproject.com/weblog/2019/sep/10/django-30-alpha-1-released/
[3] https://humberto.io/blog/exploring-pygame-5-movement-and-collision/
[4] https://www.techbeamers.com/python-list-comprehension/
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