Javascript For Kids A Playful Introduction To Programming

The Ruby programming language is perfect for beginners: easy to learn, powerful, and fun to use! But wouldn't it be more fun if you were learning with the help of some wizards and dragons? Ruby Wizardry is a playful, illustrated tale that will teach you how to program in Ruby by taking you on a fantastical journey. As you follow the adventures of young heroes Ruben and Scarlet, you'll learn real programming skills, like how to: –Use fundamental concepts like variables, symbols, arrays, and strings –Work with Ruby hashes to create a programmable breakfast menu –Control program flow with loops and conditionals to help the Royal Plumber –Test your wild and crazy ideas in IRB and save your programs as scripts –Create a class of mini-wizards, each with their own superpower! –Organize and reuse your code with methods and lists –Write your own amazing interactive stories using Ruby Along the way, you'll meet colorful characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. Ruby Wizardry will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Ready to learn how to code a game? Get an introduction to programming with this fun and accessible guide. Learn HTML and JavaScript. Design and build five interactive computer games. Create cool graphics. Code simple artificial intelligence. This

appealing guide, covering essential coding concepts, offers an ideal introduction to all these activities and more. By following simple step-by-step instructions and completing five exciting missions, aspiring programmers are invited to code well-known games such as tic-tac-toe and table tennis, then customize their projects to test their skills. ScratchJr is a free, introductory computer programming language that runs on iPads, Android tablets, Amazon tablets, and Chromebooks. Inspired by Scratch, the wildly popular programming language used by millions of children worldwide, ScratchJr helps even younger kids create their own playful animations, interactive stories, and dynamic games. The Official ScratchJr Book is the perfect companion to this free app and makes coding easy and fun for all. Kids learn to program by connecting blocks of code to make characters move, jump, dance, and sing. Each chapter includes several activities that build on one another, culminating in a fun final project. These hands-on activities help kids develop computational-thinking, problem-solving, and design skills. In each activity, you'll find: –Step-by-step, easy-to-follow directions –Ways to connect the activity with literacy and math concepts –Tips for grown-ups and teachers –Creative challenges to take the learning further By the end of the book, kids will be ready for all sorts of new programming adventures! The ScratchJr app now supports English, Spanish, Catalan, Dutch, French, Italian, and Thai. JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope,

inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Have big dreams? Kick start them with JavaScript! If we've learned one thing from the Millennial generation, it's that no one is too young to make history online. JavaScript For Kids For Dummies introduces pre-teens and early teens alike to the world of JavaScript, which is an integral programming language that drives the functionality of websites and apps. This informative, yet engaging text guides you through the basics of coding with JavaScript, and is an essential resource if you want to expand your technology skills while following easy, step-by-step instructions. Through small, goal-oriented projects, you learn key coding concepts, while actually creating apps, games, and more. This hands-on experience, coupled with the presentation of ideas in a simple style, allows you to both learn and retain JavaScript fundamentals. JavaScript has been

heralded as 'the programming language of the web,' and many kids are interested in learning how to use it; however, most schools don't offer coding classes at this level, and most families can't afford the high cost of coding classes through a summer camp. But this can't stop you from developing your JavaScript coding skills! This fun text is all you need to get started on your JavaScript journey. Explore the basics of JavaScript through the creation of a calculator app Deepen your understanding of HTML, arrays, and variables by building a grocery shopping app Learn conditional logic through the development of a choose your own adventure game Discover loops and strings by creating a lemonade stand app and MadLibs-style game JavaScript For Kids For Dummies brings pre-teens and early teens into the world of coding by teaching them one of the key Web design languages.

Ever use that free calculator application on your computer? Probably, but chances are it was such an unmemorable experience that you couldn't say for sure whether you have or not. What if that calculator knew your name? What if it carried on a conversation with you, and asked you questions? You'd probably remember it a little better! Maybe even make a point of using it whenever you needed to crack an equation! Java is a very powerful, yet easy to learn language. It's absolutely FREE and it's EVERYWHERE - on your phone, on your computer, and on many other devices all around you every day, and in "Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun!" bestselling author R. Chandler Thompson will start you

on your path as a Java programmer!

If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: –The difference between primitive and reference values –What makes JavaScript functions so unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Do You Like Big Dogs With Funny Faces? Check Out Boxers! Features The American Kennel Clubs Recently Named Top 8 Breeds.

JavaScript for KidsA Playful Introduction to ProgrammingNo Starch Press

What's the best approach for developing an application with JavaScript? This book helps you answer that question with numerous JavaScript coding patterns

and best practices. If you're an experienced developer looking to solve problems related to objects, functions, inheritance, and other language-specific categories, the abstractions and code templates in this guide are ideal—whether you're using JavaScript to write a client-side, server-side, or desktop application. Written by JavaScript expert Stoyan Stefanov—Senior Yahoo! Technical and architect of YSlow 2.0, the web page performance optimization tool—JavaScript Patterns includes practical advice for implementing each pattern discussed, along with several hands-on examples. You'll also learn about anti-patterns: common programming approaches that cause more problems than they solve. Explore useful habits for writing high-quality JavaScript code, such as avoiding globals, using single var declarations, and more Learn why literal notation patterns are simpler alternatives to constructor functions Discover different ways to define a function in JavaScript Create objects that go beyond the basic patterns of using object literals and constructor functions Learn the options available for code reuse and inheritance in JavaScript Study sample JavaScript approaches to common design patterns such as Singleton, Factory, Decorator, and more Examine patterns that apply specifically to the client-side browser environment The projects in Junk Drawer Engineering demonstrate that you don't need high-tech equipment to make learning fun—just what you can find in your recycling bin

and around the house. Educators and parents will find this title a handy resource to teach children problem-solving skills and applied physics, all while having a lot of fun.

Scratch is a fast, fun, and easy way to get started in computer science Do you want to make cool games, impressive animations, and become an all-around Scratch super star? You've come to the right place! Packed with full-color photos and easy-to-follow instructions, Scratch For Kids For Dummies makes it easy to get started—even if you've never attempted computer programming or coding. Inside, you'll find out how to design and develop your own games, create amazing animations, interact with the online Scratch community, and much more! There's no doubting that Scratch is fun, but it also helps you learn to think creatively, reason symmetrically, and work collaboratively—essential skills for life in the 21st century. Best of all, the software is completely free and runs right in your web browser! With the help of this down-to-earth and friendly guide, you'll quickly discover how to choose from a library of characters, backgrounds, and props, draw your own options, and open another user's project, modify it, and publish it online—all with the click of a button. Create games, stories, and animations Learn programming Share your projects with the Scratch community Participate in the Scratch forums If you're looking to make the most of MIT's

Scratch software but don't quite know where to start, everything you need to try your hand at this popular multimedia programming tool is right here. So what are you waiting for?

Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try

out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write and modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and score keeping With visual

examples like bouncing balls, animated bees, and racing cars, you can really see
what you're programming. Each chapter builds on the last, and programming
challenges at the end of each chapter will stretch your brain and inspire your own
amazing programs. Make something cool with JavaScript today! Ages 10+ (and
their parents!)

Java is powerfull programming language. Java easy to learn and fun to use! This
book brings Java to life and quirky, full-color illustrations keep things on the
lighter side. you'll learn how to organize and reuse your code with class and
method use control structures like loops and conditional statements, draw shapes
and patterns with Java's and Create games, animations, and graphic with
Canvas .Kids learning Java like playing games, this book teaches main Java
skills to kids ages 10+ and step-by-step guidance to know coding. By the end of
the book kids can create own web application and games.

Python is a powerful, expressive programming language that's easy to learn and
fun to use! But books about learning to program in Python can be kind of dull,
gray, and boring, and that's no fun for anyone. Python for Kids brings Python to
life and brings you (and your parents) into the world of programming. The ever-
patient Jason R. Briggs will guide you through the basics as you experiment with
unique (and often hilarious) example programs that feature ravenous monsters,

secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –Organize and reuse your code with functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and

hand-code an uber cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as Object.create(), Function.prototype.bind(), strict mode, querySelector(), querySelectorAll(), and getElementsByClassName(). As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

Audisee® eBooks with Audio combine professional narration and sentence

highlighting to engage reluctant readers! Gamers, beware—your video games can think for themselves! Ever wondered what's inside the plastic of your video game console but don't want to crack it open to find out? Crack open this book instead! You'll learn what computer code looks like, how a game console's "brain" makes decisions, and how its memory allows you to return to play each day without starting from scratch.

Learn how to use sensors to control a robot's movements in Mindstorms, from following lines to recognizing obstacles.

Learning Python just got fun for kids! Learning to code is just like playing a new sport or practicing an instrument--just get started! From the basic building blocks of programming to creating your very own code, this book teaches essential Python skills to kids ages 10 and up with 50 fun and engaging activities. Master fundamental functions, create code blocks, and draw and move shapes with the turtle module--these interactive lessons offer step-by-step guidance to make computer programming entertaining to future coders. You can even see the results of your coding in real time! With helpful hacks and screenshots for guidance, the only question that Coding for Kids: Python leaves unanswered is: what will you build next? Coding for Kids: Python includes: Game-based learning--Kids study coding concepts by putting them into practice with 50

innovative exercises. Creative projects-- Coding for Kids: Python encourages kids to think independently, modify code, and express their creativity with every lesson. Easy-to-follow guidance--Straightforward directions and tips keep coders engaged every step of the way. Give the technologists of tomorrow the gift of fluently coding while having tons of fun with Coding for Kids: Python.

An introduction to computer programming explains how to build websites, applications, and games using HTML, CSS, and JavaScript.

LOOK INSIDE THE LIFE — AND HOME — OF LEGENDARY 'OUTSIDER' ARTIST MARY NOHL "Mary Nohl: A Lifetime in Art" by Barbara Manger and Janine Smith, tells the story of Milwaukee-born artist, Mary Nohl. A prolific and fanciful maker who worked in a variety of media, Nohl was both a mysterious figure and an iconic "outsider" artist. This new addition to the Badger Biographies series captures her life and will capture the imagination of readers, and artists, of all ages. Nohl didn't just make art — she lived it. From the time she was young, Mary enjoyed making things, from the model airplane that won her a citywide prize to assignments in shop class, where she learned to work with tools. Her interests in art blossomed during the years she spent training at the Art Institute of Chicago, leading to a lifetime of curiosity and ventures into new artistic media. From pottery to silver jewelry and oil painting to concrete sculpture, Mary

explored new ways of making art. Many of her pieces were made from found objects that other people might think of as junk — like chicken bones, bedsprings and sand that she made into concrete. Nohl, who made her home on the shores of Lake Michigan, decorated the interior of her cottage with bright colors and eye-catching figures in driftwood and glass. During her later years, her home became known as the "Witch's House" — a place of local legend known far beyond Fox Point. Though she died in 2001, Mary's legacy continues. Her art is held at the John Michael Kohler Arts Center in Sheboygan, and her home is listed on the National Register of Historic Places. The popular Badger Biographies series for young readers explores the lives of famous and not-so-famous figures in Wisconsin history. The Wisconsin Historical Society Press is proud to celebrate the release of this, the 21st book in the series.

Printed in full color. You know what's even better than playing games? Creating your own. Even if you're an absolute beginner, this book will teach you how to make your own online games with interactive examples. You'll learn programming using nothing more than a browser, and see cool, 3D results as you type. You'll learn real-world programming skills in a real programming language: JavaScript, the language of the web. You'll be amazed at what you can do as you build interactive worlds and fun games. You'll jump right in and

write games and simulations while learning programming fundamentals. You'll use the ICE Code Editor, which was created especially for this book to make it easy for you to get started with JavaScript programming. With the ICE Editor, you'll see the results of your work right away. Want a red donut? You can make hundreds of them, spinning around like crazy right next to the code you just typed. You'll do hands-on coding in every chapter. You'll start by building simple animated shapes, then make your own player--who can do cartwheels! You'll learn how to build your own games from start to finish, including a monster eating fruit, a cave puzzle, and rafting on a river. You'll animate simple shapes to create a model of the solar system, and make your own website so that you can show off your games with your friends. If you just want to make games, jump to the lessons focusing on projects. To understand some of the theory better or if you need some help with functions, turn to the chapters that explain the programming concepts. We'll walk you carefully through all the math needed to bring games to life. Best of all, you get to create awesome games and say, "I made this!" "Different from any knitting book I've ever seen! Think of it as a journal of your life, not with pen and paper, but with knitting needles" (Lisa Congdon, author of Find Your Artistic Voice). Record the beauty, emotions, and experiences of everyday life—with your knitting needles! Author Lea Redmond offers thirty-two

enchanting projects that will inspire you to create beautiful finished pieces full of personal meaning and memories. Stock up on shades of blue, gray, and white and knit one strip of a scarf each day for a year, using the color that matches the sky on that day. When you're done, you'll have a unique memento of your year better than anything you can keep in a scrapbook. Or when you're traveling, knit postcard-size swatches at each place you visit, using the colors you see around you. When the trip is over, piece the swatches together into a throw or scarf that will remind you of your journey every time you use it. Or knit a height-chart scarf for a beloved baby, starting with her length at birth, then add inches each year until you have the perfect gift for her eighteenth birthday. These are knitting projects like no other, resulting in one-of-a-kind heirlooms that tell a story only you can tell. Redmond provides instructions for all the stitches and techniques you need, as well as required patterns. "In this charming book, Lea Redmond puts her big heart into creative knitting projects. She reminds us that the sky's the limit—in knitting and in life." —Ann Hood, author of The Knitting Circle "Not your usual book about knitting . . . [It] aspires to turn on your creativity, to awaken the designer within you." —In Stitches

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read

guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is

growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: –Explore

geometry by drawing colorful shapes with Turtle graphics –Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls –Create fun, playable games like War, Yahtzee, and Pong –Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

Have you ever wondered what video games would be like if they never changed? The first games were little more than bouncing dots on a plain screen. Modern games include astonishing action, realistic environments, and epic story lines. Take a look at how video games have evolved over the years, and learn about the kinds of games we might be playing in the future.

Explore MIndstorms and a robot's abilities deeper, from programming a series of movements to collecting and analyzing robot data.

Teach kids the concepts of coding in easy-to-understand language and help them develop games of their own with The Everything Kids' Scratch Coding Book! Understanding computer science is becoming a necessity in the modern age. As our world shifts towards becoming increasingly more technical and automated, the ability to code and understand computers has become one of the most valuable skills any child can have on the road to a successful life. More and more schools are recognizing this

importance and have started to implement computer science and coding as core elements in their curriculums, right alongside math and history. The Everything Kids' Scratch Coding Book helps children get a head start on this new essential skill, with Scratch coding—a language designed by MIT specifically to help a younger audience learn to code. In no time, children will learn basic coding concepts, build fun games, and get a competitive edge on their classmates. This book encourages children to think analytically and problem-solve, while helping them develop an essential skill that will last them a lifetime.

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a

number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It's never too early to learn computer coding. My First Coding Book is a playful introduction to offline coding and programming that will give young children a head start. Filled with puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today's world. With its unique approach and colorful and creative imagery, My First Coding Book makes learning and fun one and the same and will have children playing their way to programming proficiency. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

A project-filled introduction to coding that shows kids how to build programs by making cool games. Scratch, the colorful drag-and-drop programming language, is used by millions of first-time learners worldwide. Scratch 3 features an updated interface, new programming blocks, and the ability to run on tablets and smartphones, so you can learn how to code on the go. In Scratch 3 Programming Playground, you'll learn to code by making cool games. Get ready to destroy asteroids, shoot hoops, and slice and dice fruit! Each game includes easy-to-follow instructions with full-color images, review questions, and creative coding challenges to make the game your own. Want to add more levels or a cheat code? No problem, just write some code. You'll learn to make games like: • Maze Runner: escape the maze! • Snaaaaaake: gobble apples and avoid your own tail • Asteroid Breaker: smash space rocks • Fruit Slicer: a Fruit Ninja clone • Brick Breaker: a remake of Breakout, the brick-breaking classic • Platformer: a game inspired by Super Mario Bros Learning how to program shouldn't be dry and dreary. With Scratch 3 Programming Playground, you'll make a game of it! Covers: Scratch 3

Learn computer programming right from the start, in a visual and simple way, through Java language. This book is a different way to introduce our kids to programming, and an alternative path for those adults who want to learn to code in a playful and easy going manner. Learn at your own pace, through practice and with no need to invest huge amounts of time in tedious theory. Master the foundations of computer programming, with Java as your tool. What you will learn: Express your ideas through algorythms Compile your code Become acquainted with structured programming Know about the different data types and when to use them Build your own classes and methods Use decision-making statements Play with loops Handle exceptions

in the code Access your system's files Invest in learning best practices This book presents the concepts as simple stories and explanations, dressed with ilustrations and metaphores that fit the children's minds and favor abstraction. Every activity has been designed as an experiment, and all of them can be done with just a text editor. You won't need to install an IDE or other specific software to write code, and of course you won't need any previous coding skills. You will start writing your own scripts from Chapter 0 and will follow on building your very own apps throughout the book, as the activities become more challenging. This book also includes two extra activities to make you build your programs following the real world software development lifecycle: design, plan, write, test, refactor! What you won't find in this book This is not an ordinary programming guide, and is not a summary of clumsy Java documentation that only connoiseurs can decypher. You won't go deeper than what you need at every stage, and everything you will learn you will use afterwards. The goal is for the kid to feel he's progressing, to keep him or her motivated and eager to learn. The student's self-sufficiency is vital. Why Java? Java is one of the most popular languages, therefore there is a huge online community and tons of free resources to continue learning It's one of the most demanded languages in the software industry It's a high level language, so it's syntax is more nice and understandable for beginners It's an object oriented language, the most important programming paradigm today. Your kid will be able to keep on growing with it for a very long time -or even forever It's free! You don't need to pay for the developer toolkit Java runs everywhere

For beginners and green-thumbed foodies, this unusually all-inclusive garden-to-kitchen cookbook is part lesson in gardening and part collection of healthy, delicious, kid-friendly recipes. With vibrant photo-illustrations and clearly organized sections, discover how to plant

seeds in patio containers, window boxes, or on an allotment; harvest fruits and vegetables; determine which plant parts are edible; spot pests in the garden; and use home-grown crops to cook everything from bean and bacon spaghetti to polenta chips to tomato, feta, and basil pizza. "This effort offers budding young gardeners (and their adults) a comprehensive, hands-on guide to gardening and cooking" — Kirkus Reviews STARRED REVIEW

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects step-by-step from the ground up, including: • Rock, Paper, Scissors game that recognizes your hand shapes • An app that recommends movies based on other movies that you like • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) that obeys commands • An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

Readers will learn what it takes to succeed as a multimedia artist and animator. The book also explains the necessary educational steps, useful character traits, potential hazards, and daily job tasks related to this career. Sidebars include thought-provoking trivia. Questions in the backmatter ask for text-dependent analysis. Photos, a glossary, and additional resources are included.

With more than 100 million players around the world, Minecraft is one of the most popular video games of all time. Its unique design encourages players to use their creativity and problem solving skills to build entire worlds from scratch. In this book, readers will discover how creative players have built a massively-multiplayer online version of Minecraft where huge groups of players can explore and create together. Includes table of contents, glossary, and index--as well as sources for further reading.

Introduces domesitc cats and describes how pet cats live.

You know what's even better than playing games? Programming your own! Make your own online games, even if you're an absolute beginner. Let your imagination come to 3D life as you learn real-world programming skills with the JavaScript programming language - the language used everywhere on the web. This new edition is completely revised, and takes advantage of new programming features to make game programming even easier to learn. Plus, new effects make your games even cooler. When you're done, you're going to be amazed at what you can create. Jump right in! Start programming cool stuff on page 1. Keep building new and different things until the very last page. This book wants you to play. Not just play games, but play with code. Play with programming. Because the best way to learn something is to have fun with it! This second edition is updated from start to finish to make it even easier to get started

programming in JavaScript. Every example has been updated to make it easier, with new example games to explore and new 3D effects that make your games even more fun! Want a red donut? You can make hundreds of them, spinning around like mad. Want to create a star field? Make a hundred or a thousand stars. Make them red, green, or blue. Explosions? Fireworks? Planets? It's up to you. And, using a code editor created especially for this book, you'll program right in your web browser. You'll see the results of your work and imagination right away - right next to the code that you just typed! Along the way, you'll pick up a ton of programming knowledge, and dive in even deeper with some more advanced chapters. Whatever you want to do, this book has your back. Best of all, you get to create awesome games and say, "I made this!" What You Need: You need the latest version of the Google Chrome Web browser, available for free from https://chrome.google.com. You also need an Internet connection to access the ICE Code Editor the first time. ICE Code Editor will be loaded onto your computer, so you won't need Internet access for later projects.
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