

RUBY WIZARDRY AN INTRODUCTION TO PROGRAMMING FOR KIDS

Winifred Nacht

Ruby Wizardry An Introduction To Programming For Kids Introduction

Ruby Wizardry

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!)

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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!)

Ruby For Kids For Dummies

The fun way to introduce coding with Ruby to kids If you don't have the chance to take coding classes at school or in camp—or if you just want to learn on your own—Ruby For Kids gears you up to expand your technology skills and learn this popular programming language. Written in a way that's easy to follow—and keeping the super tech-heavy stuff to a minimum—it quickly and easily shows you how to use Ruby to create web and mobile applications with no experience required. Ruby is considered one of the best and simplest languages to start with when you're learning coding. This fun and friendly guide makes it even easier. Broken down into simple projects designed to appeal to younger programmers, Ruby For Kids gets you up and running with core coding concepts in no time. Before you know it, you'll be tackling hands-on projects,

enjoying the support of a vibrant community, and feeling a sense of accomplishment as you complete projects. Navigate the basics of coding with the Ruby language Use Ruby to create your own applications and games Find help from other Ruby users Offers tips for parents and teachers helping kids learn Ruby So what are you waiting for? Ruby For Kids has everything you need to get in on one of the most popular topics around!

Ruby for Kids

Ruby For Kids is an introductory Ruby book for all readers. It removes the clutter and repetition found in some programming books and gets right to the core of Ruby and programming concepts like data types, algorithmic thinking, methods and more. Each chapter concludes with sample problems that summarise and re-apply the lessons taught so readers are able to solidify their knowledge and skills. They'll learn the fundamentals of Ruby while also getting a useful introduction to programming in general so they can tackle other languages in the future and set themselves up for a solid coding education.

Python for Kids

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!

Understanding Coding with Ruby

In 1995, computer programmer Yukihiro Matsumoto introduced Ruby programming language to the world. He created a language that used his favorite elements of other languages, but was more object-oriented and easy to use, even for coding newbies. Ruby is also open-source software, meaning anyone can use, modify, and distribute it. Inside this volume, readers will learn the ins and outs of coding with Ruby, including why using “blocks of text” and mostly plain English text makes it an ideal program for ease of use. Color photographs, sidebars, and a graphic organizer make this volume both informational and enjoyable. Readers interested in STEM topics are sure to love this book.

So, You Want to Be a Coder?

Behind the screen of your phone, tablet, computer, or game console lies a secret language that makes it all work. Computer code has become as integral to our daily lives and reading and writing, even if you didn't know it. Now it's time to plug in and start creating the same technology you're consuming. Plus, it's one of the fastest growing industries in the world! This title covers everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence.

JavaScript for Kids

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!)

Hello Ruby

David Dyer's astonishing novel *The Midnight Watch* is based on the true story of the SS Californian, the ship that saw the Titanic's distress rockets and yet, unfathomably, did nothing. A psychological thriller. Sometimes the smallest of human failings can lead to the greatest of disasters. On a wretchedly cold night in the North Atlantic, a steamer stopped in an icefield sees the glow of another ship on the horizon. Just after midnight the first of eight distress rockets is fired. Why did the Californian look on while the Titanic sank? As soon as Boston American reporter John Steadman lays eyes on the man who stood the midnight watch on the Californian, he knows there's another story lurking behind the official one. Herbert Stone must have seen something, and yet his ship did nothing while the calamity took place. Now Stone, under his captain's orders, must carry his secret in silence, while Steadman is determined to find it out. So begins a strange dance around the truth by these three men. Haunted by the fifteen hundred who went to their deaths in those icy waters, and by the loss of his own baby son years earlier, Steadman must either find redemption in the Titanic's tragedy or lose himself. Based on true events, *The Midnight Watch* is at once a heart-stopping mystery and a deeply knowing novel - about the frailty of men, the strength of women, the capriciousness of fate and the price of loyalty.

Learn to Program with Minecraft

You've bested creepers, traveled deep into caves, and maybe even gone to The End and back—but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Designed your own color-changing disco dance floor? In *Learn to Program with Minecraft*®, you'll do all this and more with the power of Python, a free language used by millions of professional and first-time programmers! Begin with some short, simple Python lessons and then use your new skills to modify Minecraft to produce instant and totally awesome results. Learn how to customize Minecraft to make mini-games, duplicate entire buildings, and turn boring blocks into gold. You'll also write programs that: –Take you on an automated teleportation tour around your Minecraft world –Build massive monuments, pyramids, forests, and more in a snap! –Make secret passageways that open when you activate a hidden switch –Create a spooky ghost town that vanishes and reappears elsewhere –Show exactly where to dig for rare blocks –Cast a spell so that a cascade of flowers (or dynamite if you're daring!) follows your every move –Make mischief with dastardly lava traps and watery curses that cause huge floods Whether you're a Minecraft megafan or a newbie, you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power of Python, those days are over! Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi. Uses Python 3

Build Your Own Website

Build Your Own Website is a fun, illustrated introduction to the basics of creating a website. Join Kim and her little dog Tofu as she learns HTML, the language of web pages, and CSS, the language used to style web pages, from the Web Guru and Glinda, the Good Witch of CSS. Once she figures out the basics, Kim travels to WordPress City to build her first website, with Wendy, the WordPress Maven, at her side. They take control of WordPress® themes, install useful plugins, and more. As you follow along, you'll learn how to:

- Use HTML tags
- Make your site shine with CSS
- Customize WordPress to fit your needs
- Choose a company to host your site and get advice on picking a good domain name

The patient, step-by-step advice you'll find in Build Your Own Website will help you get your website up and running in no time. Stop dreaming of your perfect website and start making it!

Handbook of Research on Software for Gifted and Talented School Activities in K-12 Classrooms

As technology continues to play a pivotal role in society, education is a field that has become heavily influenced by these advancements. New learning methods are rapidly emerging and being implemented into classrooms across the world using software that is low cost and easy to handle. These tools are crucial in creating skillful learning techniques in classrooms, yet there is a lack of information and research on the subject. The Handbook of Research on Software for Gifted and Talented School Activities in K-12 Classrooms is an essential reference source that discusses newly developed but easy-to-handle and less costly software and tools and their implementation in real 21st-century classrooms worldwide. The book also helps and supports teachers to conduct gifted and talented school activities in K-12 classrooms. Featuring research on topics such as educational philosophy and skillful learning techniques, this book is ideally designed for software developers, educators, researchers, psychologists, instructional designers, curriculum developers, principals, academicians, and students seeking coverage on the emerging role that newly developed software plays in early education.

The Book of Ruby

Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to:

- Leverage Ruby's succinct and flexible syntax to maximize your productivity
- Balance Ruby's functional, imperative, and object-oriented features
- Write self-modifying programs using dynamic programming techniques
- Create new fibers and threads to manage independent processes concurrently
- Catch and recover from execution errors with robust exception handling
- Develop powerful web applications with the Ruby on Rails framework

Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

Teach Your Kids to Code

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!

Lauren Ipsum

Lauren Ipsum is a whimsical journey through a land where logic and computer science come to life. Meet Lauren, an adventurer lost in Userland who needs to find her way home by solving a series of puzzles. As she visits places like the Push & Pop Café and makes friends with people like Hugh Rustic and the Wandering Salesman, Lauren learns about computer science without even realizing it—and so do you! Read Lauren Ipsum yourself or with someone littler than you, then flip to the notes at the back of the book to learn more about logic and computer science in the real world. Suggested for ages 10+

Machine Learning for Kids

A hands-on, application-based introduction to machine learning and artificial intelligence (AI). Create compelling AI-powered games and applications using the Scratch programming language. AI Made Easy with 13 Projects 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 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! Step by easy step, 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 them. You'll turn your models into 13 fun computer games and apps, including: A Rock, Paper, Scissors game that recognizes your hand shapes A computer character that reacts to insults and compliments An interactive virtual assistant (like Siri or Alexa) A movie recommendation app An AI version of Pac-Man There's no experience required and step-by-step instructions make sure that anyone can follow along! No Experience Necessary! Ages 12+

Python for Kids, 2nd Edition

The second edition of the best-selling Python for Kids—which brings you (and your parents) into the world of programming—has been completely updated to use the latest version of Python, along with tons of new projects! 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 dull and gray—and that's no fun for anyone. Python for Kids brings Python to life and brings kids (and their parents) into the wonderful world of programming. Author Jason R. Briggs guides readers through the basics, experimenting 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 fun and engaging throughout. Chapters end with programming puzzles designed to stretch the brain and strengthen understanding. By the end of the book, young readers will 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. This second edition has been completely updated and revised to reflect the latest Python version and programming practices, with new puzzles to inspire readers to take their code farther than ever before. Why should serious adults have all the fun? Python for Kids is the ticket into the amazing world of computer programming.

Coding for Kids

Have you ever wondered how to introduce children to the world of programming? Or you simply want to

know for yourself? This book assumes no programming knowledge at the start, so we'll be teaching you from the ground up. After all, you can't really teach kids effectively what you don't know yourself! This book contains helpful tutorials, and actual programming (not Sketch or a similar non-industry kind of programming). Programming languages come and go, which is why this book includes sample tutorials in most of the world's most common entry-level languages such as Java, Ruby, and Python. The first thing you (as well as kids) probably think of when someone mentions programming is most likely video games - we came prepared. In this book, we describe how video games are made, as well as a fun exercise in video game making (albeit it's nothing complicated). Within these pages, you'll find a true trove of information that teaches yourself, or kids, not only the raw theory but also some practical applications. Learn to program not just from staring at a computer screen, but also from building useful applications. From a clock to a calendar, you and/or the kids are bound to have a blast! Did you know programming is one of the fastest growing fields? Do you want for yourself, or the children, to have a head start in the job market by learning some of the world's most popular programming languages? Do you feel that informatics is indispensable in today's increasingly digital world? If the answer to these questions is yes, then look no further. Grab this book and let's go on a journey, discovering programming along the way!

Computational Fairy Tales

"Introduces principles of computational thinking, illustrating high-level computer science concepts, the motivation behind them, and their application in a non-computer fairy tale domain."--Amazon.com.

Coding for Kids

****55% OFF FOR BOOKSTORES! DISCOUNTED RETAIL PRICE NOW AT \$16.18 INSTEAD OF \$35.95**** Are you interested in coding, but you don't know where to start? This book is entitled Coding for Kids, but adults can also use it if they are working on the matter for the first time. Coding can help children to understand the technical world that is all around them. They can understand the internet, smart TVs, and smartphones they can't seem to put down. By understanding how things work, they can also begin to get inspired and think of their own ideas. This book covers the following topics: What Is Coding (Introduction) Programming Languages and Ides What Programming Language Should You Learn? OOP (Object-Oriented Programming) Preparing Yourself for Coding The Future of Machine Learning .. And so much more! One of the best things about coding for kids is that the more widespread computer-use becomes, the more areas of life that are touched by coding. This means that no matter what you are interested in, coding can play a role. For example, if you like music, there are many applications of coding in the music industry. Coding is even used in sports, where coaches are using it to help their teams perform better. It seems like no matter what, coding is being used in any area of life that you find interesting and fun. When you can do computer programming that is applied to something that you find interesting, you are going to realize that you enjoy coding and will have so much fun by doing your work.

Hello Web Design

This book democratizes web development for everyone. It's a fun, clever guide that covers all of the key design principles, best practices, useful shortcuts, pro tips, real-world examples, and basic coding tutorials needed to produce a beautiful website that you'll feel confident sharing with the world. Because you, too, can design for the web! Hello Web Design contains everything you need to feel comfortable doing your own web development, including an abundance of real-life website examples that will inspire and motivate you. No need to spend time and money hiring an expensive graphic designer; this book will walk you through the fundamentals - and shortcuts - you need to do it all yourself, right now.

Coding for Kids

? Are you looking for a guide that will make young programmers understand the Python language? If yes,

then read on! ? Computer coding teaches kids how to reason, think creatively, and work collaboratively. With this book, kids will start coding step-by-step using Python, an easy but powerful programming language, seeing the results of their coding in real-time. By following the simple instructions, they will learn how to write code improving their programming skills while learning how to create, remix and customize their own projects. All kids will need is a computer, an internet connection ...and this book! This beginner's guide includes: What Python is and how to install it Know and learn how to use its functions Build your first game And much more! Coding for Kids - Python: a perfect introduction to Python coding for kids from 10 years old! Want to know more about this book? Click the \"Buy now\" button!

Super Scratch Programming Adventure! (Scratch 3)

Comics! Games! Programming! Now updated to cover Scratch 3. Scratch is the wildly popular educational programming language used by millions of first-time learners in classrooms and homes worldwide. By dragging together colorful blocks of code, kids can learn computer programming concepts and make cool games and animations. The latest version, Scratch 3, features an updated interface, new sprites and programming blocks, and extensions that let you program things like the micro:bit. In Super Scratch Programming Adventure!, kids learn programming fundamentals as they make their very own playable video games. They'll create projects inspired by classic arcade games that can be programmed (and played!) in an afternoon. Patient, step-by-step explanations of the code and fun programming challenges will have kids creating their own games in no time. This full-color comic book makes programming concepts like variables, flow control, and subroutines effortless to absorb. Packed with ideas for games that kids will be proud to show off, Super Scratch Programming Adventure! is the perfect first step for the budding programmer. Covers Scratch 3

Arduino Robotics

This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color.

Mission Ruby

Give readers hands-on coding experience as they learn about Ruby! Ruby is a programming language used by popular brands such as Hulu and Airbnb that lets coders build amazing websites and apps. A Page Plus features invites readers to try coding activities on their own.

Getting to Know Ruby

Computer programming can be intimidating for anyone, particularly a beginner. Making that task a bit easier is Ruby, an open-source programming language that is becoming increasingly popular among middle school and high school students. Readers are introduced to the many facets of Ruby, including the language's history, the basics of operation, and implementation of the system's application framework, Ruby on Rails. Discussions of less than optimal aspects of the system and user concerns ensure that the coverage is well-rounded. The accessible text is as easy to understand as Ruby itself. Get to know Ruby!

Coding For Kids

An easy way to teach kids programming with guidance of teachers and parents. Our children carry far more immense mental abilities than we think. Just to reveal and explore them, we need to know the tools and methodologies. "I had been observing some inspiring attempts that are aiming to teach programming to children. However the thought of "I am a father and why doesn't my son learn programming?" endorsed my soul. Initially, I would think that it was early for him. But on what circumstances? We are discussing the children who catch tens of movements in the games and make decisions (I have to admit I cannot do that) in split of a second over a TabletPC in their hands. It wasn't early for him, it was late indeed. My child could have started learning programming because they had that mental capability. The missing piece in the puzzle is to introduce the appropriate tools with them. First of all, call it as programming, coding or whatever, it is one of the best application methods of mathematics. Just like application of real life. It is the life itself. Whether you like or not, math is a part of your life. Even the sentence of "Can I buy a kilogram of apple?" includes math. Programming is a way of application of math and it is one of the best ones. Because, it includes, problem solving, thinking with multi-dimensions, observing and testing results, getting excited and loving your creation, being proud once you complete; devoting for better, organizing your work, putting your best for your best... In a nutshell it includes many things among life. In other words, just like maths, programming is also an essential part of the life. While we are making a plan for a vacation, we are making a program and utilizing programming algorithms for our journey. While we are organizing a wedding event, we would be using a programming algorithm set. During studying to an exam, we are using a likely approach for programming; just like the moments of planning a meeting with a friend, driving the marketing for a product and within all the planning of a meal; and we apply those approaches to our life. The lack we don't do is to convert those approaches into programming. If we plan well, we enjoy a beautiful vacation, a happy wedding, a good get-together with a friend, we achieve high sales with a good marketing plan, a successful exam result. That is what programming is. Programming defines how we manage our life. It is a part of our daily life. Whether we like it or not. Even if we are not making professional coding (programming), we are making programming in our professions and think like a programmer. If you are a good programmer, your program consumes less resource and you become successful in what your business. In a nutshell, programming is not an optional occurrence, in life it is the life itself. We all make programming but we create their codes differently. The biggest achievement in teaching children about how programming is done, is to enable them figure those type of life skills and background with fun and swiftness. Pushing aside all the coding techniques, contemplating over the programming and solution ways for the programming is a practice of programming and we benefit from it in every part of the life. The rest is the technicality to convert them into codes. There are so many programming languages to do that and all we have to do is to learn the syntax. Thinking all the possibilities and alternates and figuring out the most efficient is a practice of life just like in programming. I decided to channel my 30 year know-how and expertise into teaching children how to program. For that objective "Where shall we start?", "How can we make it lovable?", "What tools should we use to teach and practice the programming?" "How old should we make it start?" "What is the best methodology?" I chased the answers of questions like the ones above. While experimenting on that, my son helped me a lot. I noticed his approach and comments. I observed the other children's approach. With an honest wish to motivate and help all the children, teachers and parents...

1. Computers
2. A Brief Overview to Blockly Platform
3. A Brief Overview to Scratch Platform
4. Algorithms
5. Loops
6. Conditional Clauses
7. Functions and Procedures
8. Creating Shapes and Graphics
9. Variables
10. Lists and Arrays
11. Objects – Object Oriented Programming

Coding For Kids

****55% OFF FOR BOOKSTORES! DISCOUNTED RETAIL PRICE NOW AT \$15.28 INSTEAD OF \$33.95**** Are you interested in coding, but you don't know where to start? This book is entitled Coding for Kids, but adults can also use it if they are working on the matter for the first time. Coding can help children to understand the technical world that is all around them. They can understand the internet, smart TVs, and smartphones they can't seem to put down. By understanding how things work, they can also begin to get inspired and think of their own ideas. This book covers the following topics: What Is Coding (Introduction)

Programming Languages and Ides What Programming Language Should You Learn? OOP (Object-Oriented Programming) Preparing Yourself for Coding The Future of Machine Learning .. And so much more! One of the best things about coding for kids is that the more widespread computer-use becomes, the more areas of life that are touched by coding. This means that no matter what you are interested in, coding can play a role. For example, if you like music, there are many applications of coding in the music industry. Coding is even used in sports, where coaches are using it to help their teams perform better. It seems like no matter what, coding is being used in any area of life that you find interesting and fun. When you can do computer programming that is applied to something that you find interesting, you are going to realize that you enjoy coding and will have so much fun by doing your work.

JavaScript for Kids

Are you interested in coding, but you don't know where to start? This book is entitled Coding for Kids, but adults can also use it if they are working on the matter for the first time. Coding can help children to understand the technical world that is all around them. They can understand the internet, smart TVs, and smartphones they can't seem to put down. By understanding how things work, they can also begin to get inspired and think of their own ideas. This book covers the following topics: What Is Coding (Introduction); Programming Languages and Ides; What Programming Language Should You Learn?; OOP (Object-Oriented Programming); Preparing Yourself for Coding; The Future of Machine Learning and so much more! One of the best things about coding for kids is that the more widespread computer-use becomes, the more areas of life that are touched by coding. This means that no matter what you are interested in, coding can play a role. For example, if you like music, there are many applications of coding in the music industry. Coding is even used in sports, where coaches are using it to help their teams perform better. It seems like no matter what, coding is being used in any area of life that you find interesting and fun. When you can do computer programming that is applied to something that you find interesting, you are going to realize that you enjoy coding and will have so much fun by doing your work. Ready to get started? Click the BUY NOW button!

Coding for Kids

"Do you like video games? How about social media? Streaming movies? Online shopping? Smart phones? All of the amazing technology you use every day was created by ordinary people who decided to learn an extraordinarily useful skill: coding. And here's the best part: you can learn it too! If you have ever been curious about how to program but don't know where to begin, you have picked up the right book! With over one hundred delightful illustrations, engaging text, and lighthearted humor on almost every page, Code for Teens is sure to keep you stimulated and entertained while you learn. Knowing how to code opens up a huge world of new, exciting possibilities. Code for Teens delivers the tools and tricks that will give any reader the foundational knowledge needed to understand JavaScript, the world's most commonly used coding language. From understanding basic operations and functions to creating your own loops and beyond, you'll begin developing the skills of superstar programming pros

Code for Teens

Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative

art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes =====\u200b===== Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

Hello Ruby

Robots may one day rule the world, but what is a robot-ruled Earth like? Many think that the first truly smart robots will be brain emulations or \"\"ems.\"\" Robin Hanson draws on decades of expertise in economics, physics, and computer science to paint a detailed picture of this next great era in human (and machine) evolution - the age of em.

Generative Art

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

The Age of Em

Welcome back to the world's most whimsical way to learn about technology and coding in Hello Ruby: Expedition to the Internet, as Linda Liukas, a programming superstar, teaches kids all about the internet through storytelling and imaginative activities. What exactly is the Internet? Is it a cloud? A network of wires? How does the information travel online? Learn all this and more with Ruby! In Ruby's world anything is possible if you put your mind to it—even building the Internet out of snow! But before you can build something, you need to understand what it is and how it works. Join Ruby and her friends in their quest to build the most amazing Snow Internet ever, while learning real life facts along the way. Then, future kid coders can put their knowledge and imaginations to the test with the fun and creative exercises included in the activity book section.

Learn to Program

Ruby is a free and powerful programming language that can be used to develop programs to meet nearly any programming challenge, including scripting, application programming and Web development. This new text teaches Ruby programming through a lively hands-on approach and a focus on game development. Students begin by learning the fundamentals of computer programming and will move on to mastering the concepts and principles involved in Ruby programming. Topics covered include formulating regular expressions, basic debugging techniques, and performing file and folder administration. For those students interested in learning how to do Web development with Ruby using Ruby on Rails, this book also provides the necessary prerequisite foundation and introduction. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Hello Ruby: Expedition to the Internet

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. 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.

Ruby Programming

CODING FOR KIDS IN PYTHON: The world of programming can seem to be dull and boring, and it's hard to keep children interested. That's why Python is a good programming language to start with, as it is easy to learn and through it, children can express their creativity. This book in particular was designed to bring programming closer to its young audience, and inspire them to conduct their own research in the future. The unique and interesting examples used in this fun book will keep the reader's attention at its peak. In the chapters of this book you will find puzzles that will make you think and train your brain to work like a true programmer. By the end of the book, you will have a basic understanding which will get you started in the world of programming, and you will feel encouraged to go wrestle with your own ideas and code. Above all, Coding for Kids in Python will inspire you to grow and become an independent young programmer who isn't afraid to continue learning. Coding for Kids in Python will teach you how to use the fundamental data structures such as variables and functions. You will also learn how to organize your code and even reuse it in your future projects. Using loops and conditional statements will become a breeze, and the Python Turtle module will give you the opportunity to draw shapes and patterns. With Coding for Kids in Python, you will learn basic knowledge which will help you create games, animations, programs, and web-based applications. The possibilities are endless and they should be available to everyone, including kids!

CODING FOR KIDS IN SCRATCH 3.0: Scratch is the ideal introduction to programming for children of all ages! This step by step guide will teach kids the fundamentals of programming and how to create a variety of projects using Scratch 3.0. Coding for Kids in Scratch 3.0 is an educational book that provides a solid understanding of common coding techniques and concepts that can be later applied when learning other programming languages like Python. Kids will learn that programming is an exciting, creative activity, which can be fun to learn when using the most popular coding tool for children. Start by gaining an understanding about how programs work and learn about other programming languages. Not all languages are created equally, and this book will give you a summarized explanation of how they work. Next, learn the basic programming principles with step by step explanations using Scratch. This guide will show you how to install Scratch and how to set up your development environment. The sooner you start coding, the better. What else is inside this book? You will learn how to program by working on real projects. Create graphical elements, manipulate audio effects, create a story book, animate sprites, and develop games! Computer coding for kids has never been easier or more accessible. Add Coding for Kids in Scratch 3.0 to your collection and begin your

programming journey today!

C Programming Language

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Coding for Kids

Growing Object-Oriented Software, Guided by Tests

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