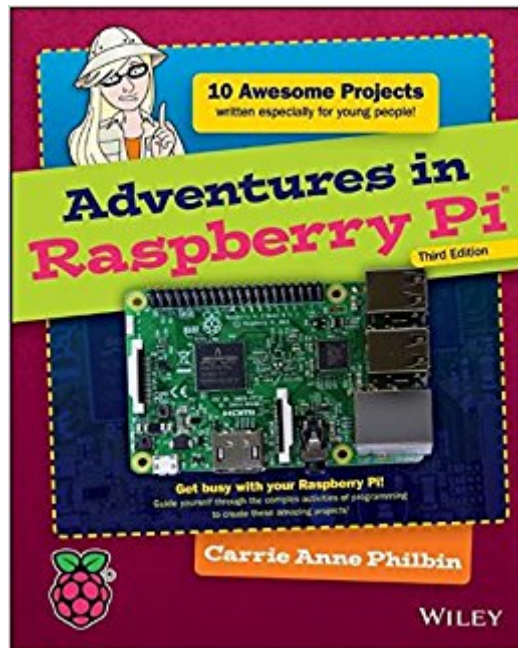




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Adventures In Raspberry Pi



Synopsis

Build cool Raspberry Pi projects with no experience required! Adventures in Raspberry Pi, 3rd Edition is the fun guide to learning programming. Starting from the very basics and building skill upon skill, you'll learn developing fundamentalsâ"even if you've never programmed before. Learning is exciting when you're working your way through cool projects, but the concepts you learn and the skills you master will take you further than you ever thought possible. You'll learn how your Raspberry Pi 3 works and what it can do as you create stories and games, program shapes, code music, and even build Minecraft worlds with projects designed specifically for kids 11 to 15. Author Carrie Anne Philbin is a former high school teacher, and she showcases her skills with clear, easy to follow instructions and explanations every step of the way. If you're interested in programming but find other books hard to understand, this book is your ideal starting point for mastering the Raspberry Pi. Inexpensive, non-intimidating, yet surprisingly versatile, the Raspberry Pi 3 is an ideal way to learn programming. Updated to align with the newest board, this book will teach you fundamental programming skills while having a ton of fun! Get acquainted with your Raspberry Pi's bits and pieces Take control of your Pi's "insides" with simple commands Program games, code music, and build a jukebox Discover where your new skills can take you next The tiny, credit-card sized Raspberry Pi has become a huge hit among kidsâ"and adultsâ"interested in programming. It does everything your desktop can do, but with a few basic programming skills, you can make it do so much more. With simple instructions, fun projects, and solid skills, Adventures in Raspberry Pi is the ultimate kids' programming guide!

Book Information

Series: Adventures in

Paperback: 288 pages

Publisher: Wiley; 3 edition (July 12, 2017)

Language: English

ISBN-10: 1119269067

ISBN-13: 978-1119269069

Product Dimensions: 7.2 x 0.6 x 8.9 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 9 customer reviews

Best Sellers Rank: #111,918 in Books (See Top 100 in Books) #48 in Books > Children's Books > Computers & Technology > Programming

Age Range: 11 - 17 years

Grade Level: 6 - 12

Customer Reviews

Makes learning to program fun and easy with 10 super-cool projects Even if you've never had a lick of programming experience, or you aren't even sure what it's really all about, with *Adventures in Raspberry Pi*, you'll quickly and easily absorb programming concepts and skills that will take you far. You'll build skill on skill as you create stories and games, program shapes, code music, and even build whole Minecraft worlds. High school teacher Carrie Anne Philbin guides you each step of the way with clear, easy-to-follow instructions and explanations. Each project is accompanied by an entertaining instructional video, available on a companion website. Updated for the latest Raspberry Pi version and featuring even more projects than previous editions, this edition of the internationally bestselling guide shows you everything you need to: Get started with your Raspberry Pi Write your first programs in the Scratch and Python® programming languages Draw shapes and designs with Turtle Graphics Use cool developer tools such as Minecraft® Pi and Sonic Pi v2.0 Interact with and create transporters in a Minecraft world Compose and play electronic music Design and create your own role-playing game Learn basic electronics, starting with a marshmallow-powered button Build a Raspberry Pi jukebox Experiment with accessories like the Picamera or SenseHAT Raspberry Pi and the Raspberry Pi logo are registered trademarks of the Raspberry Pi Foundation. Visit www.wiley.com/go/adventuresinrp3E for video instruction that further explains and illustrates each chapter.

Carrie Anne Philbin is an award-winning Computing & Raspberry Pi Educator. Currently working as Director of Education at the Raspberry Pi Foundation. Carrie Anne also hosts a Computer Science series on popular YouTube channel Crash Course (<http://www.youtube.com/crashcourse>) and creates technology tutorials on her own channel the Geek Gurl Diaries (www.geekgurldiaries.co.uk).

great book. lots of information for all types of users of the Pi. best projects

This book is an introduction to programming and hardware using Raspberry Pi written for young people. Philbin is director of education at the Raspberry Pi Foundation, host of a YouTube series on computer science, and author of many technology tutorials. In this book, she presents a structured introduction to what programming is through project-based learning featuring projects that are

interesting to young people and quite achievable. The projects are: 1) introduction to Raspberry Pi (plugging in, setting up, configuring, exploring); 2) taking command (command line, file management); 3) role-playing games (introduction to the Scratch programming language); 4) shapes (introduction to the Turtle Graphics programming language); 5) adventure games (introduction to the Python programming language); 6) Minecraft programming (continuing with Python); 7) coding music (exploring audio features); 8) GPIO pins (adding and programming input/output devices, especially sensors); 9) cameras and HATs (adding and programming more hardware devices); 10) jukebox (building and programming a music player. Throughout the text are call-outs with definitions, tips, warnings, thought questions, and more information. The book is illustrated with high-quality color-photographs, screen captures, figures, tables, and code examples. End matter includes additional resources, a glossary, and an index. I am very impressed with this book. I'm an adult with a smattering of programming instruction in Pascal, Basic, APL, and JavaScript; I've used Unix and Linux a little as well as Windows. Lately, I've been experimenting with using Raspberry Pi to monitor various sensors in my house (like temperature and sound). I've been gathering information from various sources around the Internet, but it's all kind of haphazard and at times frustrating. This book is precisely what I needed to unlock the potential of Raspberry Pi, fill in the gaps in my knowledge so I can see how all the little tips I've learned fit together. In working through this book, I have greatly increased my own skills at programming. I would estimate that this book would be well-suited for a motivated homeschooler, ages 12 and up to use either self-directed or with parental help, or for kids 14 years and up to use as a textbook in a structured class. Or for any adult who simply wants to improve their programming and hardware skills.

Last year I built a Raspberry Pi 3 system. It was remarkably easy and inexpensive, since I used an old monitor, keyboard, and mouse that were just collecting dust. Ultimately I would like to use the RPi3 in a robotics project, but it's been fun learning some simple programming in Python and for interfacing the RPi3 with some simple electronics on a breakout board. *Adventures in Raspberry Pi* is a fun introduction to programming the Raspberry Pi. The book description indicates that the target age is 11-17, but I've known kids younger than eleven who could probably eat this stuff up, especially inquisitive young minds who want to create games as well as play them. Even for grown-ups, the book is a fine introduction to the Raspberry Pi and its capabilities. The Raspberry Pi 3 Model B is the RPi used in the book's illustrations, but as far as I know, the earlier models of the RPi could also be used. The book begins with how to set up a Raspberry Pi system. You don't have

to have a case for the RPi, but it keeps the dust off, and there's a cute DIY case made of LEGO blocks shown in the book. The book then goes into creating games with Scratch, which introduces the young reader to basic control and programming concepts, followed by a chapter on programming shapes with Turtle Graphics, which allows the user to explore the relationship between art and algorithm. This is perhaps the chapter that will really hook kids into programming as they create their own art with simple commands. After the programming chapters, the book delves into the RPi hardware and how to control the GPIO (General Purpose Input Output) pins using Python code. There's also some guidance for using cameras and HAT (Hardware Attached on Top) devices. The book does not include very much about the computer architecture of the Raspberry Pi, but you can find a lot of information in other books and online. Overall, this is a helpful introduction to the Raspberry Pi and how to have fun with it.

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