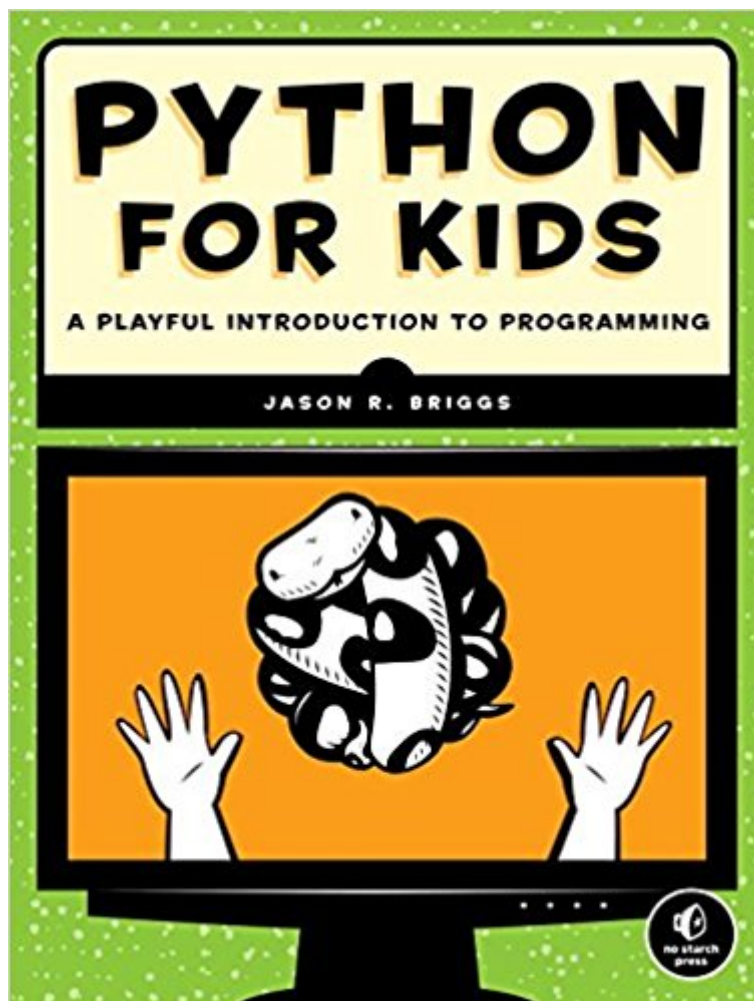




Ebook Directory
the best source of ebook

The book was found

Python For Kids: A Playful Introduction To Programming



Synopsis

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!

Book Information

Paperback: 344 pages

Publisher: No Starch Press; 1 edition (December 12, 2012)

Language: English

ISBN-10: 1593274076

ISBN-13: 978-1593274078

Product Dimensions: 7.1 x 1 x 9.2 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 167 customer reviews

Best Sellers Rank: #7,275 in Books (See Top 100 in Books) #3 in Books > Children's Books >

Computers & Technology > Programming #9 in Books > Computers & Technology >

Programming > Software Design, Testing & Engineering > Software Development #11 in Books >

Computers & Technology > Programming > Languages & Tools > Python

Age Range: 10 and up

Grade Level: 5 and up

Customer Reviews

From the Author: Top 5 Tips & Tricks for Beginning Programmers

1. Never try to understand a long piece of code (or a long program) in one go. Focus on a few statements at a time. If possible, try to take a smaller chunk of the code and run it yourself to see what it does. Experimenting is always good, even if it doesn't work and you get weird error messages, you've learned something!
2. Try it yourself. Make sure you try out code examples for yourself (don't just read about them). Trying something and running it, actually helps it stick in your head. Better yet, if you change things around to see what effect that has, you'll learn and understand more.
3. If all else fails, sleep on it. Sometimes no amount of brain effort will get you past a difficult or complicated problem. Either you don't understand something, or a piece of your code won't work, and you can't figure out why. If all else fails, try sleeping on it. Or, at the very least, leave it alone for a few hours, and come back to the problem later. When you come to something fresh, often the answer will appear.
4. Never type long sections of code directly into the Shell. In Python, either in the Shell (IDLE) or the Console, you can type and run statements directly and see what happens. But if you're entering a longer program, either use a text editor or use the Shell's editor (select File, then New in the Shell). That way you can save your file, run it, and come back and fiddle with the code without having to re-type everything.
5. Pick the right project. If you're looking for something to put your new-found programming skills to use, don't think Halo, or Uncharted, or Super Mario Galaxy or Assassins Creed. Don't even think Angry Birds, or Pocket God, or Rolando. Think arcade games from the 1970's and 1980's—games like Galaxian, Centipede, Donkey Kong, and Frogger have simple graphics and basic game mechanics, which makes them great first projects for budding game developers. Do an internet search for arcade games from that period. Take a look at some examples and then try to write something similar yourself. It's much more satisfying to take a simple project and actually finish it, rather than a hugely ambitious, complicated project that you never get working.

"By the end of the book you have a fully-functional platform game running, and most likely a head full of ideas about your next game." | Python for Kids is just as good an introduction for adults learning to code." — "Geek.com" An excellent introduction to programming for anyone interested in learning to program, regardless of their age. The material is extremely well organized and presented, and makes for a great resource for either home or school." — "GeekDad

My 9 year old son LOVES electronics and is trying to learn how to program. He really enjoyed this book. The games were good and he learned some great basic programming ideas. He's now trying to take the games he learned and change them a little using what he learned from the book. He finished the book in about a month. It's a great book for a younger programmer starting out.

python is one of the easiest first languages so it is ideal for the beginner and it is perfect for kids. little parental help here and there and they will be on their way 10+

Great book! With lively and funny examples, this book provides a great opportunity for young kids to get exposure to Python.

Good intro book. My son and I do it together. I don't think he would do it on his own though.

A great way to get kids/teens into Python. If you are looking to get your kids into a meaningful programming language, this is the language, this is the book. My pre-teen daughters learned to code from this book. The book is Python 3 based.

Seems well written. Definitely python is more for kids 9+ who have the patience for it, not the easy wins of projects in scratch...

This is a great book for teaching kids basic coding concepts. The level is just about right for an 8 year old, we're half-way through it working a half chapter per week or so, around school work and other things.

I'm an auditor with no real experience in computer programming other than trying out some other non-programming tools to create games. Bought this to get a general understanding of terms and how programming works. Extremely easy to follow and understand. I'm not sure if a 10 year old could understand it completely (I sure couldn't at that age!) but I've excelled greatly and will be moving onto learning C++ to try some more powerful programming.

[Download to continue reading...](#)

Python: Programming: Your Step By Step Guide To Easily Learn Python in 7 Days (Python for Beginners, Python Programming for Beginners, Learn Python, Python Language) Python

Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Python: The Complete Python Quickstart Guide (For Beginner's) (Python, Python Programming, Python for Dummies, Python for Beginners) Hacking with Python: Beginner's Guide to Ethical Hacking, Basic Security, Penetration Testing, and Python Hacking (Python Programming, Hacking, Python Coding, Python and Hacking Book 3) PYTHON: PYTHON'S COMPANION, A STEP BY STEP GUIDE FOR BEGINNERS TO START CODING TODAY! (INCLUDES A 6 PAGE PRINTABLE CHEAT SHEET)(PYTHON FOR BEGINNERS, PYTHON FOR DUMMIES, PYTHON PROGRAMMING) PYTHON: LEARN PYTHON in A Day and MASTER IT WELL. The Only Essential Book You Need To Start Programming in Python Now. Hands On Challenges INCLUDED! (Programming for Beginners, Python) Python Programming: An In-Depth Guide Into The Essentials Of Python Programming (Included: 30+ Exercises To Master Python in No Time!) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Python: Learn Python in a Day and Master It Well: The Only Essential Book You Need to Start Programming in Python Now Python: The Fundamentals Of Python Programming: A Complete Beginners Guide To Python Mastery. Python for Kids: A Playful Introduction To Programming Python Programming Advanced: A Complete Guide on Python Programming for Advanced Users Python Programming Guide + SQL Guide - Learn to be an EXPERT in a DAY!: Box Set Guide (Python Programming, SQL) Data Analytics and Python Programming: 2 Bundle Manuscript: Beginners Guide to Learn Data Analytics, Predictive Analytics and Data Science with Python Programming Python Programming for Beginners: A Comprehensive Guide to Learning the Basics of Python Programming Programming for Computations - Python: A Gentle Introduction to Numerical Simulations with Python (Texts in Computational Science and Engineering) Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

