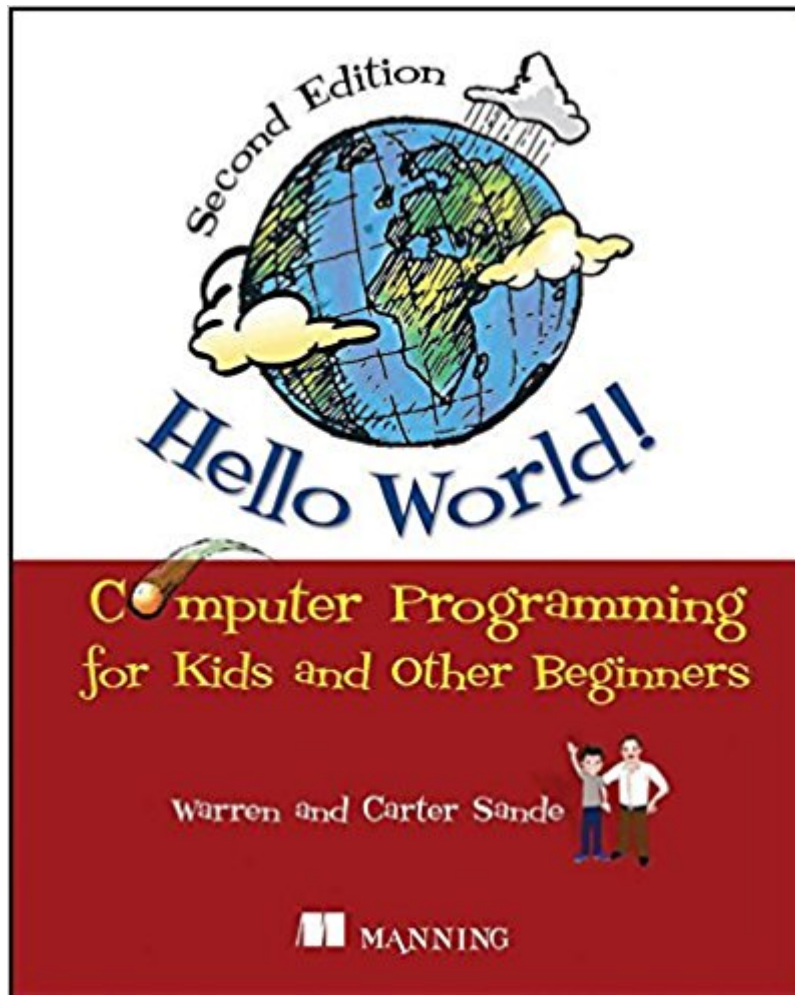


The book was found

Hello World!: Computer Programming For Kids And Other Beginners



Synopsis

SUMMARY A gentle but thorough introduction to the world of computer programming, it is written in language a 12-year-old can follow, but anyone who wants to learn how to program a computer can use it. Even adults. Written by Warren Sande and his son, Carter, and reviewed by professional educators, this book is kid-tested and parent-approved.

ABOUT THIS BOOK Learn to talk to your computer in its own language! Whether you want to create a game, start a business, or solve an important problem, the first step is learning to write your own programs. Programming is a fun challenge, and it's easy to get started! This updated and revised edition of *Hello World!* introduces the world of computer programming in a clear and engaging style. Written by Warren Sande and his son, Carter, it is full of examples that will get you thinking and learning. Reviewed by professional educators, this book is kid-tested and parent-approved. You don't need to know anything about programming to use the book, just the basics of using a computer. If you can start a program and save a file, you'll be off and running! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

WHAT'S INSIDE Explains concepts in clear language Lots of pictures, cartoons, and fun examples Complete set of practice questions and exercises Illustrated in full color *Hello World!* uses Python, a programming language designed to be easy to learn. Using fun examples, it brings to life concepts of computing: looping, decisions, input and output, data structures, graphics, and many more.

ABOUT THE AUTHORS Warren Sande is an electronic systems engineer who uses Python both as a "do anything" scripting language and as a way to teach computers and programming. Carter Sande is a high school student who is passionate about technology. When he's not fixing his school's network and helping his classmates recover lost homework, he likes to ride his bike and write retro video games.

TABLE OF CONTENTS Getting Started Remember This: Memory and Variables Basic Math Types of Data Input GUIs Graphical User Interfaces Decisions, Decisions Loop the Loop Just for You Comments Game Time Nested and Variable Loops Collecting Things Together Lists and Dictionaries Functions Objects Modules Graphics Sprites and Collision Detection A New Kind of Input Events Sound More GUIs Print Formatting and Strings File Input and Output Take a Chance Randomness Computer Simulations Skier Explained Python Battle What's Next?

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Age Range: 12 and up

Grade Level: 8 - 12

Customer Reviews

View larger View larger Why Python? There are many different programming languages. This book uses Python for several reasons: Python was created from the start to be easy. Python is free Python is Open Source Python runs on different kinds of computers Python is a serious programming language used by NASA and Google A look inside 'Hello World!'; What is Programming? Very simply, programming means telling a computer to do something. Computers are dumb machines. They don't know how to do anything. You have to tell them everything, and you have to get all the details right. But if you give them the right instructions, they can do many wonderful and amazing things. Why learn programming? Even if you don't become a professional programmer (most people don't), there are lots of reasons to learn programming. Maybe you want to create you own games, or maybe you can't find the right program that does what you want or need it to do, so you want to write you own. Most important is because you want to. Computers are everywhere these days, so there's a good chance you use them at school, at work, and at home - probably all three! There are also many different computer languages. This book will teach you how to use one of those languages - one called Python - to tell the computer what to do.

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