Coding Projects In Scratch 2nd Edition Computer C

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Computer Coding Projects for Kids - Carol Vorderman 2019-08-01
Techy kids will getting to grips with Scratch 3.0 using this beginner's guide to coding. Difficult coding concepts become easy and fun to understand as budding programmers build their own projects using Scratch 3.0, the latest software from the world's most popular programming language for beginners. Make a Dino Dance Party or create your own electronic birthday cards. Build games, simulations and mind-bending graphics as you discover the awesome things computer programmers can do with Scratch 3.0. Computer Coding Projects for Kids uses a visual step-by-step approach to split complicated code into manageable, easy-to-digest chunks, so that the most impressive projects become possible. Suitable for complete beginners, this book will give young readers a solid understanding of programming, preparing them to create their very own projects from scratch, and even move on to more complex programming languages like Python.
Coding For Kids For Dummies - Camille McCue 2019-04-30
A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy!
Management Basics in easy steps, 2nd edition - Tony Rossiter 2019-01-25
Management Basics in easy steps, 2nd edition offers practical tips, information and common-sense advice based on the author's 40 years' hands-on experience of management – now updated to reflect advances in technology and changes in the wider working environment. Whether you are an experienced manager or about to take up your first management job, Management Basics in easy steps, 2nd edition will be of real help to you in the workplace. It is a lively, easy-to-read book, full of tips and simple, practical things that have been put into practice in the real world and shown to work where it matters – in the workplace. Tony Rossiter's clear, humorous writing style and comprehensive content make Management Basics in easy steps, 2nd edition a compelling must-read for anyone with a management role. His management tips and advice will show you: · How people skills help you put into practice all the technical skills needed by a manager · How to manage your staff, your colleagues, your customers and even your boss · How to organise yourself and make the most effective use of your time · How to focus on the vital 20% of your work that accounts for most of the results · How to win the respect and trust of your team and make it the best · How to select the right person to join your team · The art of effective delegation · How to make effective use of digital tools, online networks and social media · How to cope with change and see it not as a threat but as a great opportunity This second edition has been revised to include the changes in management practices since the first edition, which was published in 2011, including: · The increased importance and use of digital tools, business and performance management software, and social networks (e.g. LinkedIn, Slack, Yammer, Scoro, Twitter, Facebook) · Increased focus on diversity and inclusion · Implications of new data protection legislation · Less tolerance of unacceptable workplace behaviour such as bullying and sexual harassment · More recognition of the importance of the culture of an organisation · A move away from traditional, command-and-control hierarchies towards more flexible working – working from home, better work/life balance, teamwork, collaboration, matrix structures, trusting and empowering those at the coal-face · A move away from fixed appraisal systems and formal training towards continuous feedback, coaching and personal learning (e-learning, distance learning) · More refined recruitment (use of LinkedIn etc) Comes with useful worksheets – a complete guide for easy reference.
Coding for Beginners in easy steps, 2nd edition - Mike McGrath 2022-06-27
Coding for Beginners in easy steps, 2nd edition will appeal to anyone, of any age, who wants to begin coding computer programs. Use this guide to help you quickly create a programming environment on your computer, then, in easy steps, learn how to: · Write Python code to create your programs · Store information in data structures · Control program flow using control structures · Create re-usable blocks of program code · Code powerful algorithms and classes for Object Oriented Programming (OOP) All features are illustrated using the Python language color-coding convention, and all code is available to download free – making it even easier! Includes comparison examples in C, C++ and Java to give you a rounded view of computer coding. Ideal for newcomers to programming, including youngsters needing to learn coding for the school curriculum – all in easy steps! Table of Contents 1. Getting Started 2. Saving Data 3. Performing Operations 4. Making Lists 5. Controlling Blocks 6. Creating Functions 7. Sorting Algorithms 8. Importing Libraries 9. Managing Text 10. Programming Objects 11. Building Interfaces 12. Developing Apps 13. Transferring Skills
AP® Computer Science Principles Crash Course, 2nd Ed., Book + Online - Jacqueline Corricelli 2021-03-05
Study only what you need to know-REA's Crash Course targets just what's on the test so you can make the most of your study time. Get practical test-taking tips-boost your score with advice from expert AP® teachers who know the test from the inside out. Build confidence with our online practice exam-balanced to include every type of question you can expect on the actual exam, so you'll be prepared on test day. Book jacket.
Digital Transformation of Education and Learning - Past, Present and Future - Don Passey 2022
This book constitutes the refereed post-conference proceedings of the IFIP TC 3 Open Conference on Computers in Education, OCCE 2021, held in Tampere, Finland, in August 2021. The 22 full papers and 2 short papers included in this volume were carefully reviewed and selected from 44 submissions. The papers discuss key emerging topics and evolving practices in the area of educational computing research. They are organized in the following topical sections: Digital education across educational institutions; National policies and plans for digital competence; Learning with digital technologies; and Management issues.
Hello World! - Warren D. Sande 2014-06-05

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HELLO WORLD// - Alle Erklärungen der Konzepte in einfacher Sprache - Sehr viele Bilder, Cartoons und lustige Beispiele - Umfassende Fragen und Aufgaben zum Üben und Lernen - Farbig illustriert In diesem Buch lernst Du, mit dem Computer in seiner Sprache zu sprechen. Willst du ein Spiel erfinden? Eine Firma gründen? Ein wichtiges Problem lösen? Als ersten Schritt lernst Du, eigene Programme zu schreiben. Programmieren ist eine tolle Herausforderung, und dieses Buch macht Dir den Einstieg leicht. Diese neue Ausgabe von Hello World! zeigt Dir in einfacher und ansprechender Weise die Welt der Computerprogrammierung. Warren Sande hat es gemeinsam mit seinem Sohn Carter geschrieben, und sie haben sich auch viele lustige Beispiele ausgedacht, mit denen Du prima lernen kannst. Das Buch wurde von Pädagogen überarbeitet und eignet sich für Kinder genauso wie für ihre Eltern. Du brauchst keine Programmierkenntnisse mitzubringen, sondern nur zu wissen, wie man einen Computer bedient. Wenn Du ein Programm starten und eine Datei speichern kannst, reicht das schon! Hello World! arbeitet mit Python. Diese Programmiersprache ist besonders leicht zu erlernen. Mit den humorvollen Beispielen lernst Du die Grundlagen des Programmierens kennen, wie z.B. Schleifen, Entscheidungen, Eingaben und Ausgaben, Datenstrukturen, Grafiken und vieles mehr. AUS DEM INHALT // Speicher und Variablen // Datentypen // GUIs – Grafische Benutzeroberflächen // Immer diese Entscheidungen // Schleifen // Nur für dich – Kommentare // Geschachtelte und variable Schleifen // Listen und Wörterbücher // Funktionen // Objekte // Module // Sprites und Kollisionserkennung // Ereignisse // Sound // Ausgabeformatierung und Strings // Das Zufallsprinzip // Computersimulationen

Coding For Kids For Dummies - Camille McCue, Ph.D 2019-04-08

A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you’re a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child’s life, this fun book makes getting started with coding fun and easy!

Python Crashkurs - Eric Matthes 2017-04-19

"Python Crashkurs" ist eine kompakte und gründliche Einführung, die es Ihnen nach kurzer Zeit ermöglicht, Python-Programme zu schreiben, die für Sie Probleme lösen oder Ihnen erlauben, Aufgaben mit dem Computer zu erledigen. In der ersten Hälfte des Buches werden Sie mit grundlegenden Programmierkonzepten wie Listen, Wörterbücher, Klassen und Schleifen vertraut gemacht. Sie erlernen das Schreiben von sauberem und lesbarem Code mit Übungen zu jedem Thema. Sie erfahren auch, wie Sie Ihre Programme interaktiv machen und Ihren Code testen, bevor Sie ihn einem Projekt hinzufügen. Danach werden Sie Ihr neues Wissen in drei komplexen Projekten in die Praxis umsetzen: ein durch "Space Invaders" inspiriertes Arcade-Spiel, eine Datenvisualisierung mit Pythons superpraktischen Bibliotheken und eine einfache Web-App, die Sie online bereitstellen können. Während der Arbeit mit dem "Python Crashkurs" lernen Sie, wie Sie: - leistungsstarke Python-Bibliotheken und Tools richtig einsetzen – einschließlich matplotlib, NumPy und Pygal - 2D-Spiele programmieren, die auf Tastendrücke und Mausklicks reagieren, und die schwieriger werden, je weiter das Spiel fortschreitet - mit Daten arbeiten, um interaktive Visualisierungen zu generieren - Web-Apps erstellen und anpassen können, um diese sicher online zu deployen - mit Fehlern umgehen, die häufig beim Programmieren auftreten Dieses Buch wird Ihnen effektiv helfen, Python zu erlernen und eigene Programme damit zu entwickeln. Warum länger warten? Fangen Sie an!

PHP & MySQL in easy steps, 2nd Edition - Mike McGrath 2018-06-13

PHP and MySQL in easy steps, 2nd edition teaches the user to write PHP server-side scripts and how to make MySQL database queries. It has an easy-to-follow style that will appeal to: · - anyone who wants to begin producing data-driven web pages · - web developers wanting to add database interaction to their web sites · - the programmer who quickly wants to add PHP and MySQL to their skills set · - the hobbyist who wants to begin creating scripts for upload to their own ISP · - the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP and MySQL PHP and MySQL in easy steps, 2nd edition demonstrates by example how to produce data-driven web pages using the powerful PHP scripting language and the popular free MySQL database server. The book examples provide clear syntax-highlighted code showing how to selectively insert and extract data from databases for presentation on your web browser. PHP and MySQL in easy steps, 2nd edition begins by explaining how to install a free web server, the PHP interpreter, and MySQL database server, to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to create an E-Commerce Shopping Cart. This book assumes you have no previous experience of any programming or scripting language so is ideal for the newcomer to PHP and MySQL technologies. Covers MySQL 8.0. Contents · Getting started · Performing operations · Controlling progress · Producing forms · Assembling tables · Handling data · Connecting databases · Registering users · Providing forums · Processing shops

The Elements of Computing Systems, second edition - Noam Nisan 2021-06-15

A new and extensively revised edition of a popular textbook used in universities, coding boot camps, hacker clubs, and online courses. The best way to understand how computers work is to build one from scratch, and this textbook leads learners through twelve chapters and projects that gradually build the hardware platform and software hierarchy for a simple but powerful computer system. In the process, learners gain hands-on knowledge of hardware, architecture, operating systems, programming languages, compilers, data structures and algorithms, and software engineering. Using this constructive approach, the book introduces readers to a significant body of computer science knowledge and synthesizes key theoretical and applied techniques into one constructive framework.The outcome is known known as Nand to Tetris: a journey that starts with the most elementary logic gate, called Nand, and ends, twelve projects later, with a general-purpose computer system capable of running Tetris and any other program that comes to your mind. The first edition of this popular textbook inspired Nand to Tetris classes in many universities, coding boot camps, hacker clubs, and online course platforms. This second edition has been extensively revised. It has been restructured into two distinct parts—Part I, hardware, and Part II, software—with six projects in each part. All chapters and projects have been rewritten, with an emphasis on separating abstraction from implementation, and many new sections, figures, and examples have been added. Substantial new appendixes offer focused presentation on technical and theoretical topics.

Mit Python langweilige Jobs erledigen - Al Sweigart 2016-05

Raspberry Pi For Dummies - Sean McManus 2021-08-24

A recipe for having fun and getting things done with the Raspberry Pi The Raspberry Pi makes it easy to learn about computers and computer programming, and Raspberry Pi For Dummies makes it even easier! Using this extremely affordable and compact computer, you can learn to code in languages like Scratch and Python, explore how electronics work, create computer-generated buildings in Minecraft and music in Sonic Pic, become Linux-savvy, make Internet-of-Things devices, or just play around! This book gets you up and running on your Raspberry Pi, starting with setting it up, downloading the operating system, and using the desktop environment. Then, the only limit is your imagination! It doesn’t matter whether you have a Raspberry Pi 4, Raspberry Pi 400, Raspberry Pi Zero W or an older model: we’ve got you covered. Raspberry Pi For Dummies explores the latest technology—the Raspberry Pi 4 and 400, Scratch 3 programming language, new games bundled with the Raspberry Pi, and the hottest Add-Ons out there. This introductory guide is the perfect place to start if you want to get a taste of everything the Raspberry Pi can do! Set up your Raspberry Pi, install the operating system, and connect to the Internet Learn the basics of the Linux desktop and Linux shell so you can program, work, and play Use Python, Scratch, and Sonic Pi to write your first programs and make games and digital music Discover how circuits work hand-in-hand with your Pi If you want to make the most of the Raspberry Pi for school, work, or play, you’ll love this easy-to-read reference.

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Super Scratch Programming Adventure! (Covers Version 2) - Project The 2013-10-13
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 2, brings the language right into your web browser, with no need to download software. 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. Now Updated for Scratch 2 The free Super Scratch Educator's Guide provides commentary and advice on the book's games suitable for teachers and parents. For Ages 8 and Up

Processing, second edition - Casey Reas 2014-12-19
The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Proceedings of the 9th International Conference on Computer Supported Collaborative Learning - Claire O'Malley 2009

Scratch Programming for Logic Building - Kamal Rawat 2018-10-10
Teach yourself to code with Exciting Projects Key Features Book shows how Scratch platform can be useful in not just getting started on programming, but also in brain development and logic building. Book covers the entire Scratch programming with a lot of examples from different areas. Strengthens the foundations, as detailed explanation of programming language concepts are given. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Description Software development is a two-step process:1. Solve the problem logically, and2. Translate the logic into syntax of a programming language.First step is very helpful in developing our logical capacity. The second step is about remembering the language syntax and knowing its use.A good artisan should be adroit in using his tools. But it is his creative thinking, and not the usage of his tools, that makes him a good artisan. Similarly, a good coder should know how to use a programming language, but his problem-solving abilities and logical capacity makes him a good programmer.In most advanced programming languages, you first go thru the tiring installations, acclimatize yourself with nuances of the IDE and remember complex syntaxes, before you can write your first program. Many students lose their interest in software development because of this infrastructure work and never experience the magic Scratch programming, on the other hand, has a bare-minimum syntax and is very easy to start. This book is an attempt to enhance our logical abilities using Scratch as a tool. What will you learn Understand what is Scratch, who should use it, what all can be done with Scratch. Create and execute your first scratch project. To play sounds and to make your actors dance in a project Programming tool to simulate decision making. Who this book is for K12 students should read it to enhance their brain-power. Parent should read it to help your children. Teachers should read it to develop educational aids. Student of computer science should pick this book to learn about all programming constructs, and also get introduced to many computer science concepts like Multi-threading. It is a small book, but there is something for everyone in this book Table of Contents 1. The Environment 2. My First Project-Events and Motions 3. Scratching more- Sounds & Costumes 4. Branching 5. Looping 6. Having my Own Data 7. Scratch For Logic Building 8. A Sneak peek into Scratch 3.0 About the Author Kamal Rawat is a software developer, trainer, author and an entrepreneur. He has first-hand experience of implementing full life cycle of large scale desktop, Cloud and Mobile applications across various domains and platforms.

Creative Greenfoot - Michael Haungs 2015-04-27
This book is for coding students and Java programmers of all levels interested in building engaging, interactive applications with Greenfoot. Familiarity with the very basics of Greenfoot is assumed.

Computer Coding for Kids - Carol Vorderman 2019-08-01
Don't just play computer games - help children build them with your own home computer! Calling all coders, this is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like Monkey Mayhem and Bubble Blaster, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids (and their parents) practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders, Help Your Kids with Computer Coding lays a hands-on foundation for computer programming, so adults and kids can learn together. 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. User note: At home, all you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on https: //scratch.mit.edu. Series Overview: DK's bestselling Help Your Kids With series contains crystal-clear visual breakdowns of important subjects. Simple graphics and jargon-free text are key to making this series a user-friendly resource for frustrated parents who want to help their children get the most out of school.

DevOps für Dummies - Emily Freeman 2019-12-09
Arbeiten auch Sie nach DevOps-Prinzipien? Sollen oder wollen Sie umstellen? Was ist wichtig? Worauf kommt es an? Das Ziel von DevOps ist, dass Softwareentwicklung und IT-Auslieferung Hand in Hand arbeiten. Das ermöglicht schnellere Release-Zyklen und schont die Ressourcen. Wie das im Einzelnen geht, zeigt dieses Buch. Es stellt eine Roadmap für die Umstellung zur Verfügung, nennt notwendige Management- und Technologie-Entscheidungen und -Tools und scheut auch nicht davor zurück, notwendige Unternehmenskulturänderungen zu benennen, damit der Sprung ins DevOps-Gewässer gelingt.

Die Regeln der Arbeit - Richard Templar 2010-03-15
Für manche Menschen ist der Arbeitsalltag das schiere Vergnügen. Scheinbar ohne sich anzustrengen meistern Sie die Fallstricke der Büropolitik. Sie sagen und tun das Richtige, sie bekommen die Gehaltserhöhung, sie werden befördert. Was wissen diese Glücklichen, was alle anderen scheinbar nicht wissen? Sie kennen die Regeln. Die Regeln der Arbeit. Diese Regeln sind überraschend einfach zu lernen - und wenn man sie einmal kennt, dann kann man sie ebenso einfach im täglichen Leben beibehalten.

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Richard Templar hat sie in einem Buch zusammengefasst: den "Regeln der Arbeit". Erfahren Sie, wie Sie vorankommen, ohne Ihre Prinzipien aufgeben zu müssen; wie Sie das Selbstvertrauen und die Energie ausstrahlen, die Vertrauen und Respekt erzeugen; wie Sie die perfekte Nische für sich schaffen; wie Sie Konflikte lösen ohne die anderen vor den Kopf zu stoßen; und last but not least: wie Sie in den Schlüsselmomenten, die Ihre Karriere beflügeln können, aktiv, präsent und erfolgreich sind.

JavaScript-Programmierung von Kopf bis Fuß - Eric Freeman 2014-10

JavaScript-Programmierung von Kopf bis Fuß zeigt Ihnen alles — von den JavaScript-Grundlagen bis hin zu fortgeschrittenen Themen, wie Objekten, Funktionen und dem Document Object Model des Browsers. Sie werden nicht nur lesen. Sie werden spielen, Rätsel lösen, über Geheimnisse nachdenken und mit JavaScript auf unvorstellbare Weise interagieren. Und Sie werden echten Code schreiben, sehr viel sogar, damit Sie bald anfangen können, Ihre eigenen Web-Applikationen zu bauen. In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen — und zwar so, dass es sitzt.

Adventures in Raspberry Pi - Carrie Anne Philbin 2015-02-02

Coding for kids is cool with Raspberry Pi and this elementary guide Even if your kids don't have an ounce of computer geek in them, they can learn to code with Raspberry Pi and this wonderful book. Written for 11- to 15-year-olds and assuming no prior computing knowledge, this book uses the wildly successful, low-cost, credit-card-sized Raspberry Pi computer to explain fundamental computing concepts. Young people will enjoy going through the book's nine fun projects while they learn basic programming and system administration skills, starting with the very basics of how to plug in the board and turn it on. Each project includes a lively and informative video to reinforce the lessons. It's perfect for young, eager self-learners—your kids can jump in, set up their Raspberry Pi, and go through the lessons on their own. Written by Carrie Anne Philbin, a high school teacher of computing who advises the U.K. government on the revised ICT Curriculum Teaches 11- to 15-year-olds programming and system administration skills using Raspberry Pi Features 9 fun projects accompanied by lively and helpful videos Raspberry Pi is a $35/£25 credit-card-sized computer created by the non-profit Raspberry Pi Foundation; over a million have been sold Help your children have fun and learn computing skills at the same time with Adventures in Raspberry Pi.

Objektorientierte Analyse und Design von Kopf bis Fuß - Brett D. McLaughlin 2007-05

Kluge Bücher über Objektorientierte Analyse & Design gibt es viele. Leider versteht man die meisten erst, wenn man selbst schon Profi-Entwickler ist... Und was machen all die Normalsterblichen, die natürlich davon gehört haben, dass OOA&D dazu beiträgt, kontinuierlich tolle Software zu schreiben, Software, die Chef und Kunden glücklich macht - wenn sie aber nicht wissen, wie sie anfangen sollen? Sie könnten damit beginnen, dieses Buch zu lesen! Denn Objektorientierte Analyse & Design von Kopf bis Fuß zeigt Ihnen Schritt für Schritt, wie Sie richtige OO-Software analysieren, entwerfen und entwickeln. Software, die sich leicht wiederverwenden, warten und erweitern lässt. Software, die keine Kopfschmerzen bereitet. Software, der Sie neue Features spendieren können, ohne die existierende Funktionalität zu gefährden. Sie lernen, Ihre Anwendungen flexibel zu halten, indem Sie OO-Prinzipien wie Kapselung und Delegation anwenden. Sie lernen, die Wiederverwendung Ihrer Software dadurch zu begünstigen, dass Sie das OCP (das Open-Closed-Prinzip) und das SRP (das Single-Responsibility-Prinzip) befolgen. Sie lernen, wie sich verschiedene Entwurfsmuster, Entwicklungsansätze und Prinzipien zu einem echten OOA&D-Projektlebenszyklus ergänzen, UML, Anwendungsfälle und -diagramme zu verwenden, damit auch alle Beteiligten klar miteinander kommunizieren können, und Sie die Software abliefern, die gewünscht wird. Diesem Buch wurden die neuesten Erkenntnisse aus der Lerntheorie und der Kognitionswissenschaft zugrunde gelegt - Sie können davon ausgehen, dass Sie nicht nur schnell vorankommen, sondern dabei auch noch eine Menge Spaß haben!

Raspberry Pi für Dummies - Sean McManus 2014-05-27

Sean McManus und Mike Cook führen Sie Schritt für Schritt in die Nutzung des Raspberry Pi ein und verschaffen Ihnen einen Überblick über all die Möglichkeiten, die er Ihnen bietet. Sie zeigen Ihnen, wie Sie den Raspberry Pi zum Laufen bringen, sich unter Linux zurechtfinden, den Raspberry Pi als ganz normalen Computer mit Office- und Bildverarbeitungsprogrammen oder als Mediencenter zum Abspielen von Musik und Videos nutzen. Außerdem lernen Sie mit Scratch und Python programmieren und erfahren alles über die Verwendung des Raspberry Pi als Steuereinheit für elektronisches Spielzeug.

Coding Projects with Scratch Made Easy - Carol Vorderman 2016-07-01

Get kids coding with Computer Coding Scratch Projects Made Easy, a cool introduction to Scratch programming from number 1 best-selling education author Carol Vorderman. Download Scratch and learn to code with this fun, fill-in workbook for new coders. Scratch is quick and easy-to-use, especially for kids who have no experience. Computer programming is a powerful tool for children to learn and an essential part of the national curriculum. Carol Vorderman's Computer Coding Scratch Projects Made Easy is a great starting point for understanding code, learning how to program, and practising computer language. In no time children can crack the basics, get confidence, and get coding.

Raspberry Pi Projects for Kids - Second Edition - Daniel Bates 2015-04-28

This book is for kids who wish to develop games and applications using the Raspberry Pi. No prior experience in programming is necessary; you need only a Raspberry Pi and the required peripherals.

Automate the Boring Stuff with Python, 2nd Edition - Al Sweigart 2019-11-12

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Learning C# Programming with Unity 3D, second edition - Alex Okita 2019-09-09

Learning C# Programming with Unity 3D, Second Edition is for the novice game programmer without any prior programming experience. Readers will learn how C# is used to make a game in Unity 3D. Many example projects provide working code to learn from and experiment with. As C# evolves, Unity 3D evolves along with it. Many new features and aspects of C# are included and explained. Common programming tasks are taught by way of making working game mechanics. The reader will understand how to read and apply C# in Unity 3D and apply that knowledge to other development environments that use C#. New to this edition: includes latest C# language features and useful tools included with the .NET library like LINQ, Local Functions Tuples, and more! Key Features Provides a starting point for the first-time programmer C# Code examples are simple short and clear Learn the very basics on up to interesting tricks which C# offers

Scratch 2.0 Beginner's Guide Second Edition - Michael Badger 2014-04-15

The book uses step-by-step instructions along with full code listings for each exercise. After each exercise, the author pauses to reflect, explain, and offer insights before building on the project. The author approaches the content with the belief that we are all teachers and that you are reading this book not only because you want to learn, but because you want to share your knowledge with others. Motivated students can pick up this book and teach themselves how to program because the book takes a simple, strategic, and

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structured approach to learning Scratch. Parents can grasp the fundamentals so that they can guide their children through introductory Scratch programming exercises. It's perfect for homeschool families. Teachers of all disciplines from computer science to English can quickly get up to speed with Scratch and adapt the projects for use in the classroom.

Python kinderleicht! - Jason Briggs 2016-03-09

Python ist eine leistungsfähige, moderne Programmiersprache. Sie ist einfach zu erlernen und macht Spaß in der Anwendung – mit diesem Buch umso mehr! "Python kinderleicht" macht die Sprache lebendig und zeigt Dir (und Deinen Eltern) die Welt der Programmierung. Jason R. Briggs führt Dich Schritt für Schritt durch die Grundlagen von Python. Du experimentierst mit einzigartigen (und oft urkomischen) Beispielprogrammen, bei denen es um gefräßige Monster, Geheimagenten oder diebische Raben geht. Neue Begriffe werden erklärt, der Programmcode ist farbig dargestellt, strukturiert und mit Erklärungen versehen. Witzige Abbildungen erhöhen den Lernspaß. Jedes Kapitel endet mit Programmier-Rätseln, an denen Du das Gelernte üben und Dein Verständnis vertiefen kannst. Am Ende des Buches wirst Du zwei komplette Spiele programmiert haben: einen Klon des berühmten "Pong" und "Herr Strichmann rennt zum Ausgang" – ein Plattformspiel mit Sprüngen, Animation und vielem mehr. Indem Du Seite für Seite neue Programmierabenteuer bestehst, wirst Du immer mehr zum erfahrenen Python-Programmierer. - Du lernst grundlegende Datenstrukturen wie Listen, Tupel und Maps kennen. - Du erfährst, wie man mit Funktionen und Modulen den Programmcode organisieren und wiederverwenden kann. - Du wirst mit Kontrollstrukturen wie Schleifen und bedingten Anweisungen vertraut und lernst, mit Objekten und Methoden umzugehen. - Du zeichnest Formen mit dem Python-Modul Turtle und erstellst Spiele, Animationen und andere grafische Wunder mit tkinter. Und: "Python kinderleicht" macht auch für Erwachsene das Programmierenlernen zum Kinderspiel! Alle Programme findest Du auch zum Herunterladen auf der Website!

DK Workbooks: Coding in Scratch: Projects Workbook - Jon Woodcock 2016-07-05

A perfect introduction to coding for young minds! This updated step-by-step visual guide teaches children to create their own projects using Scratch 3.0. Suitable for complete beginners, this educational book for kids gives readers a solid understanding of programming. Teach them to create their own projects from scratch, preparing them for more complex programming languages like Python. Techy kids will familiarize themselves with Scratch 3.0 using this beginner's guide to Scratch coding. Difficult coding concepts become fun and easy to understand, as budding programmers build their own projects using the latest release of the world's most popular programming language for beginners. Make a Dino Dance Party or create your own electronic birthday cards for friends and family. Build games, simulations, and mind-bending graphics as you discover the awesome things computer programmers can do with Scratch 3.0. This second edition of Coding Projects in Scratch uses a visual step-by-step approach to split complicated code into manageable, easy-to-digest chunks. Even the most impressive projects become possible. This book is an impressive guide that is perfect for anyone who wants to learn to code. Follow Simple Steps, Improve Your Skills & Share Your Creations! Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Create mind-bending illusions, crazy animations, and interactive artwork with this amazing collection of Scratch projects. Suitable for beginners and experts alike, this fabulous introduction to programming for kids has everything you need to learn how to code. You'll improve your coding skills and learn to create and customize your own projects, then you can share your games online and challenge friends and family to beat each other's scores! What's inside this kids' coding book? - Simulations, mind benders, music, and sounds - Algorithms, virtual snow, and interactive features - Different devices, operating systems, programming languages and more 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 for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Scratch is one of three awesome coding books for kids. Add Coding Games in Scratch and Coding Projects in Python to your collection.

Getting Started with Coding - Camille McCue, Ph.D 2019-10-08

An introduction to coding for kids Coding know-how is the coolest new tool kids can add to their creativity toolboxes—and all they need to get started is a computer connected to the internet and the lessons in this book. Easy! The book offers fun step-by-step projects to create games, animations, and other digital toys while teaching a bit about coding along the way. Plus, each project has an end goal to instill confidence and a sense of accomplishment in young coders once the project comes to life. Create simple applications in Scratch to learn how to build things with coding Experiment with “real” coding with tools built in JavaScript Use free online tools Share what you build with friends, family, and teachers Get creative and get coding!

Invent Your Own Computer Games with Python, 4th Edition - Al Sweigart 2016-12-16

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you’ve never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you’ll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you’ll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Scratch Programming in Easy Steps - Sean McManus 2019-05-31

Scratch Programming in easy steps, 2nd edition introduces readers to Scratch, a programming language that is widely used on the Raspberry Pi and in schools and begins with a foreword by Mitchel Resnick, Professor of Learning Research at the MIT Media Lab, which created Scratch. Scratch makes it easy to create your own games, animations, music, art or applications. It's the perfect way to learn programming because it takes away a lot of the complexity. That means you can focus on having great ideas and bringing them to life. With this book as your companion, you'll learn how to: Design, build and share your own programs Create addictive arcade games, quizzes and word games Make computer-generated art Play your favourite music and compose your own tunes Use variables, lists, loops, broadcasts and operators to create sophisticated software Avoid common programming pitfalls and bugs Interact with webcam video and the sensors on a PicoBoard Scratch Programming in easy steps, 2nd edition is fully updated for Scratch 3.0, the latest version of Scratch. Includes examples of using the micro:bit to control Scratch projects and using text-to-speech to speak aloud - new features in Scratch 3.0.

Scratch Programming in easy steps, 2nd edition - Sean McManus 2019-12-12

The Scratch programming language is widely used in schools and on the Raspberry Pi. Its drag-and-drop commands make it an ideal language for all ages to learn to program. And this popular book, Scratch Programming in easy steps, now fully updated for Scratch 3, is packed with ideas and games that illustrate what’s possible with Scratch. Scratch makes it easy to create your own games, animations, music, art or applications. It’s the perfect way to learn programming because it takes away a lot of the complexity. That means you can focus on having great ideas and bringing them to life. With Scratch Programming in easy steps, 2nd edition as your companion, you’ll learn how to: · Build games that require skill, knowledge or quick fingers · Add music · Create eye-catching visual effects · Keep score · Avoid common pitfalls and learn how to fix bugs Scratch Programming in easy steps, 2nd edition will help you to get creative and become a super Scratcher! Table of Contents: 1. Introducing Scratch 2. Drawing with Scratch 3. Spiral Rider 4. Super Dodgeball 5. Space Opera 6. Quiz Break 7. Evil Robot 8. Space Swarm 9. Physical computing with Scratch 10. Seven shorties 11. Making and sharing projects

Research Anthology on Computational Thinking, Programming, and Robotics in the Classroom - Management Association, Information Resources 2021-07-16

The education system is constantly growing and developing as more ways to teach and learn are implemented into the classroom. Recently, there has been a growing interest in teaching computational

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thinking with schools all over the world introducing it to the curriculum due to its ability to allow students to become proficient at problem solving using logic, an essential life skill. In order to provide the best education possible, it is imperative that computational thinking strategies, along with programming skills and the use of robotics in the classroom, be implemented in order for students to achieve maximum thought processing skills and computer competencies. The Research Anthology on Computational Thinking, Programming, and Robotics in the Classroom is an all-encompassing reference book that discusses how computational thinking, programming, and robotics can be used in education as well as the benefits and difficulties of implementing these elements into the classroom. The book includes strategies for preparing educators to teach computational thinking in the classroom as well as design techniques for incorporating these practices into various levels of school curriculum and within a variety of subjects. Covering topics ranging from decomposition to robot learning, this book is ideal for educators, computer scientists, administrators, academicians, students, and anyone interested in learning more about how computational thinking, programming, and robotics can change the current education system.

Android Phones for Seniors in easy steps, 2nd edition - Nick Vandome 2019-08-29

Android is the mobile operating system that is used on the majority of smartphones worldwide. It is a robust and versatile operating system that can be used by any manufacturer to add to their handsets. This means that there is a wide range of Android phones available and also different versions of Android that run on them. Android Phones for Seniors in easy steps, 2nd edition starts with a detailed look at the different versions of Android, and the range of models of phones that are available. It also explains the relationship with Google and the services that can be used with an Android phone. The book looks at using the interface of an Android phone including: · Using Home screens · Organizing apps · Viewing notifications · Locking the phone · Searching for items · Accessing the range of Android settings · Syncing with other Android Devices The book also covers all aspects of the standard communication functions that are now commonplace on smartphones: · Making and receiving calls · Making video calls · Sending text messages · Adding contacts · Sending emails · Browsing the web Android phones are excellent for a range of mobile entertainment, and the book shows how to listen to music, watch videos and read books. It also deals with taking and viewing photos so that you can use your Android phone as a replacement for a digital camera. Due to the range of versions of Android and models of phones, Android phones can sometimes appear a bit of a maze. However, Android Phones for Seniors in easy steps, 2nd edition provides a clear guide to navigate through the issues and ensure that you can get the most out of your Android phone, whichever version it is. Updated for Android v7 Nougat. Table of Contents: 1. Introducing Android Phones 2. Models of Android Phones 3. Android Settings 4. Around an Android Phone 5. Calls and Contacts 6. Using the Keyboard 7. Messaging and Email 8. Android Apps 9. Being Entertained 10. Keeping in the Picture 11. Online with Chrome 12. Staying Secure

The Linux Cookbook, 2nd Edition - Michael Stutz 2004

Provides step-by-step instructions on how to use the computer operating system Linux.

Exploratory Programming for the Arts and Humanities, second edition - Nick Montfort 2021-05-18

A new edition of a book for anyone who wants to learn programming to explore and create, with exercises and projects to help readers learn by doing. This book introduces programming to readers involved with the arts and humanities; there are no prerequisites, and no previous knowledge of programming is assumed. Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool for sketching, brainstorming, and inquiry. He emphasizes programming's exploratory potential--its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer, allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code and outlines "free projects" that allow learners to pursue their own interests.

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