

Python For Kids A Playful Introduction To Programming

Ruby is a powerful programming language with a focus on simplicity, but beneath its elegant syntax it performs countless unseen tasks. Ruby Under a Microscope gives you a hands-on look at Ruby's core, using extensive diagrams and thorough explanations to show you how Ruby is implemented (no C skills required). Author Pat Shaughnessy takes a scientific approach, laying out a series of experiments with Ruby code to take you behind the scenes of how programming languages work. You'll even find information on JRuby and Rubinius (two alternative implementations of Ruby), as well as in-depth explorations of Ruby's garbage collection algorithm. Ruby Under a Microscope will teach you:

- How a few computer science concepts underpin Ruby's complex implementation
- How Ruby executes your code using a virtual machine
- How classes and modules are the same inside Ruby
- How Ruby employs algorithms originally developed for Lisp
- How Ruby uses grammar rules to parse and understand your code
- How your Ruby code is translated into a different language by a compiler

No programming language needs to be a black box. Whether you're already intrigued by language implementation or just want to dig deeper into Ruby, you'll find Ruby Under a Microscope a fascinating way to become a better programmer. Covers Ruby 2.x, 1.9 and 1.8

Big data is a dynamic field that finds businesses and organizations capturing massive amounts of information at an alarming speed all of which will be analyzed and used to help make important decisions. A data engineer creates the massive reservoirs needed to collect big data. These IT professionals develop, construct, test, and maintain architectures, such as databases and large-scale data processing systems, which house big data. In this title, the emerging career field of a data engineer is explored. With the right mix of education and experience, data engineers can find themselves in high demand.

Learn math by getting creative with code! Use the Python programming language to transform learning high school-level math topics like algebra, geometry, trigonometry, and calculus! Math Adventures with Python will show you how to harness the power of programming to keep math relevant and fun. With the aid of the Python programming language, you'll learn how to visualize solutions to a range of math problems as you use code to explore key mathematical concepts like algebra, trigonometry, matrices, and cellular automata. Once you've learned the programming basics like loops and variables, you'll write your own programs to solve equations quickly, make cool things like an interactive rainbow grid, and automate tedious tasks like factoring numbers and finding square roots. You'll learn how to write functions to draw and manipulate shapes, create oscillating sine waves, and solve equations graphically. You'll also learn how to:

- Draw and transform 2D and 3D graphics with matrices
- Make colorful designs like the Mandelbrot and Julia sets with complex numbers
- Use recursion to create fractals like the Koch snowflake and the Sierpinski triangle
- Generate virtual sheep that graze on grass and multiply autonomously
- Crack secret codes using genetic algorithms

As you work through the book's numerous examples and increasingly challenging exercises, you'll code your own solutions, create beautiful visualizations, and see just how much more fun math can be!

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.

Part of the fun of programming in Perl lies in tackling tedious tasks with short, efficient, and reusable code. Often, the perfect tool is the one-liner, a small but powerful program that fits in one line of code and does one thing really well. In Perl One-Liners, author and impatient hacker Peteris Kruminis takes you through more than 100 compelling one-liners that do all sorts of handy things, such as manipulate line spacing, tally column values in a table, and get a list of users on a system. This cookbook of useful, customizable, and fun scripts will even help hone your Perl coding skills, as Kruminis dissects the code to give you a deeper understanding of the language. You'll find one-liners that: *

- Encode, decode, and convert strings
- Generate random passwords
- Calculate sums, factorials, and the mathematical constants π and e
- Add or remove spaces
- Number lines in a file
- Print lines that match a specific pattern
- Check to see if a number is prime with a regular expression
- Convert IP address to decimal form
- Replace one string with another

And many more! Save time and sharpen your coding skills as you learn to conquer those pesky tasks in a few precisely placed keystrokes with Perl One-Liners.

Python for Kids A Playful Introduction To Programming No Starch Press

Since its release for Apple's iPhone in 2009, Angry Birds has been one of the most successful video games in history. Although Angry Birds seemed to be an overnight success, the game was actually the result of years of struggle by Rovio Entertainment, the Finnish company that created it. The company's founder, Niklas Hed, his cousin Mikael Hed, and Peter Vesterbacka have established not just a profitable video game but a cultural phenomenon. In this thrilling narrative, readers examine the challenges and triumphs of building a company while keeping the spirit of fun behind the development of new products.

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!)

The representation of abstract data and ideas can be a difficult and tedious task to handle when learning new concepts; however, the advances of emerging technology have allowed for new methods of representing such conceptual data. The Handbook of Research on Maximizing Cognitive Learning through Knowledge Visualization focuses on the use of visualization technologies to assist in the process of better comprehending scientific concepts, data, and applications. Highlighting the utilization of visual power and the roles of sensory perceptions, computer graphics, animation, and digital storytelling, this book is an essential reference source for instructors, engineers,

programmers, and software developers interested in the exchange of information through the visual depiction of data.

Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python 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 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 Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection.

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+

Born during a short-lived marriage between the Romantic poet Lord Byron and an educated mathematician, Lovelace felt the pull of both the creative and scientific worlds. As a lonely and sickly young girl, Lovelace spent her hours building a flying machine and other inventions. While her mother pushed the study of mathematics on her, Lovelace often applied poetic and intuitive thinking to scientific concepts. It was during her work with mathematician Charles Babbage that she pushed the boundaries of technology. Lovelace's detailed notes on Babbage's Analytical Machine include a calculation method that has earned her recognition as the first computer programmer. Solving problems is one of the primary parts of a computer coder's job. This book uses fun activities to explore different computer programming concepts, like computational thinking, organization, and breaking down tasks. Each activity allows readers to explore the concepts without the use of a computer, instead using everyday objects to expand the reader's understanding of computer programming skills and concepts.

Erlang is the language of choice for programmers who want to write robust, concurrent applications, but its strange syntax and functional design can intimidate the uninitiated. Luckily, there's a new weapon in the battle against Erlang-phobia: Learn You Some Erlang for Great Good! Erlang maestro Fred Hébert starts slow and eases you into the basics: You'll learn about Erlang's unorthodox syntax, its data structures, its type system (or lack thereof!), and basic functional programming techniques. Once you've wrapped your head around the simple stuff, you'll tackle the real meat-and-potatoes of the language: concurrency, distributed computing, hot code loading, and all the other dark magic that makes Erlang such a hot topic among today's savvy developers. As you dive into Erlang's functional fantasy world, you'll learn about: –Testing your applications with EUnit and Common Test –Building and releasing your applications with the OTP framework –Passing messages, raising errors, and starting/stopping processes over many nodes –Storing and retrieving data using Mnesia and ETS –Network programming with TCP, UDP, and the inet module –The simple joys and potential pitfalls of writing distributed, concurrent applications Packed with lighthearted illustrations and just the right mix of offbeat and practical example programs, Learn You Some Erlang for Great Good! is the perfect entry point into the sometimes-crazy, always-thrilling world of Erlang.

From the fast-paced world of social media and data security, to the cutting-edge research on cancer and other complex diseases, computer scientists are hard at work writing programs to collect, store, protect, and analyze huge amounts of data. Readers will be introduced to the incredibly diverse and in-demand career options available to people with computer science expertise. Projected to be one of the fastest-growing industries over the next 10 years, there's no better time to learning about becoming a computer scientist.

The LEGO® MINDSTORMS® EV3 set offers so many new and exciting features that it can be hard to know where to begin. Without the help of an expert, it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features. In The LEGO MINDSTORMS EV3 Laboratory, author Daniele Benedettelli, robotics expert and member of the elite LEGO MINDSTORMS Expert Panel, shows you how to use gears, beams, motors, sensors, and programming blocks to create sophisticated robots that can avoid obstacles, walk on two legs, and even demonstrate autonomous behavior. You'll also dig into related math, engineering, and robotics concepts that will help you create your own amazing robots. Programming experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: –ROV3R, a vehicle you can modify to do things like follow a line, avoid obstacles, and even clean a room –WATCHGOOZ3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) –SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control –SENTIN3L, a walking tripod that can record and execute color-coded sequences of commands –T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

If you find visual illusions fascinating Programming Visual Illusions for Everyone is a book for you. It has some background, some history and some theories about visual illusions, and it describes in some detail twelve illusions. Some are about surfaces, some are about apparent size of objects, some are about colour and some involve movement. This is only one aspect of the book. The other is to show you how you can create these effects on any computer. The book includes a brief introduction to a powerful programming language called Python. No previous experience with

programming is necessary. There is also an introduction to a package called PsychoPy that makes it easy to draw on a computer screen. It is perfectly ok if you have never heard the names Python or PsychoPy before. Python is a modern and easy-to-read language, and PsychoPy takes care of all the graphical aspects of drawing on a screen and also interacting with a computer. By the way, both Python and PsychoPy are absolutely free. Is this a book about illusions or about programming? It is both!

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)

Like earlier editions, this thoroughly updated sixth edition of the classic textbook provides readers with a basic understanding of the Library of Congress Classification system and its applications.

- Serves primarily as an introductory textbook for core LIS courses in cataloging and classification and in organization of information but also as a reference work for practicing librarians
- Includes an appendix containing models for sub-arrangements within disciplines

Introduce children to the popular Python programming language through relatable examples and fun projects! Python has now surpassed Java as the most commonly used programming language. As the language rises in popularity, this complete guide can teach basic Python concepts to kids with its simple, friendly format. Bite-Size Python: An Introduction to Python Programming provides children with a foundation in the Python language. This unique book shares knowledge through easy-to-understand examples, fast exercises, and fun projects! As children learn, their parents, caregivers, and instructors can also join in their discoveries. Bite-Size Python is ideal for those who are new to programming, giving kids ages 9 and up a beginners' approach to learning one of the most important programming languages. Gives an overview

of Python Provides exciting programming projects Offers instruction on how to download and install Python Presents key programming language concepts Simplifies technical definitions With this playful guide to learning Python, readers can try out activities on their computers for a hands-on learning experience. The artwork in Bite-Size Python represents children of various backgrounds, so any child who picks up this book will be empowered to learn and young readers will love showing their projects to friends and family!

A simple, fun and efficient introduction to introduce your children to learning coding and to develop the ability, to think creatively, work collaboratively and think independently. This book is written in an intuitive way and teaches step by step, the essential programming basics with 32 exciting fun and illustrated projects, loops and conditionals, secret code coding, several quizzes to challenge family and friends, games and more. The perfect next step to the book coding with scratch, which can take your children to a more advanced level of coding in an easy way, thanks to a very intuitive writing that simply conveys all the necessary notions to learn how to program. Coding Projects in Python is the second of a brilliant new series of programming books. Complete your collection with Coding with Scratch!

"Don't just buy a new video game, make one! Don't just download the latest app, help design it! Don't just play on your phone. Program it." --President Obama 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! Covering everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence, So, You Want to Be a Coder? debugs the secrets behind a career in the diverse and state-of-the-art industry of working with computer code. In addition to tips and interviews from professionals in the industry, So, You Want to Be a Coder? includes inspiring stories from kids who are writing code now! Plus, activities, a glossary, and resources put you on the path to a fun and rewarding career with computer code today!"-- Behind every website that a user accesses, there is a team of web developers writing markup and coding each page to maximize efficiency and the user experience. In our increasingly technological society, jobs in web development stand out as profitable opportunities that may open the door to a range of successful career paths. This book offers tech girls with the urge to code a survey of the various job paths in web development and the coding skills they can already harness to land their dream job. With an emphasis on coding camps and websites, extracurricular activities, and college degrees in coding or related fields, readers can take action now to pursue their dream job. Furthermore, the text offers sage advice for young women entering the professional field, including tips for the job search and interview process and an overview of their rights in the workplace. With such a concise toolkit at hand, any reader interested in web

development will be on the fast path to her chosen career and the high salary that comes with it.

The Python programming language can be used on any operating system. Readers will learn how it is used to process text, images, numbers, and more! A digital Page Plus feature invites readers to experiment with their own coding activities.

R is the world's most popular language for developing statistical software: Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to: –Create artful graphs to visualize complex data sets and functions –Write more efficient code using parallel R and vectorization –Interface R with C/C++ and Python for increased speed or functionality –Find new R packages for text analysis, image manipulation, and more –Squash annoying bugs with advanced debugging techniques Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, The Art of R Programming is your guide to harnessing the power of statistical computing.

As apps, online shopping, and automated services expand in scope, software engineering, the development, operation, and maintenance of software, is a career growing in scope and salary. While "software development" may initially evoke images of a high-tech computer lab, in reality, software engineering is a growing part of many industries, and the workplaces and those working in them are equally diverse. This book provides a young women's guide to breaking her way into a traditionally male-dominated industry. Chapters cover the industry at large, possible career paths, and the preparation tech girls can undertake in middle school, high school, and college to lay the foundations for engineering. With a special focus on women in STEM, this volume also addresses the job hunt and the unique difficulties women may face in the workplace, such as pay disparity or derogatory remarks and behavior, and gives readers tools to confront and report such unacceptable practices.

If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: –The difference between primitive and reference values –What makes JavaScript functions so unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that

artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to:

- Make detailed pixel art and scale it to epic proportions
- Write a maze game and build a MaKey MaKey controller with fruit buttons
- Play, record, and sample audio to create your own soundboard
- Fetch weather data from the Web and build a custom weather dashboard
- Create visualizations that change based on sound, light, and temperature readings

With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY journey by learning some basic programming and making your first masterpiece with *The SparkFun Guide to Processing*. The code in this book is compatible with Processing 2 and Processing 3.

The Chinese translated version of *Lauren Ipsum: A Story about Computer Science and Other Improbable Things* by Carlos Bueno. This book is "A looking glass tale for the computer age" noted by *School Library Journal*.

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

Beginner coders often gravitate to the easy-to-use Python language for its versatility and usability. Games, robots, and Web sites—including those of Google and YouTube—and much more run on Python, and developers are constantly collaborating to improve the language and address problem areas. This volume introduces readers to Python, exploring its various applications and the history of its development. Side-by-side comparisons with other languages are also included to show the benefits of Python, while interviews with programmers highlight its many real-world applications.

In an increasingly app-focused world, you would be hard-pressed to find a user who hasn't encountered the massively popular photo-sharing app Instagram. With over 150 million active monthly users, Instagram's wild success is well known, but unlike other stories of tech triumph, few know the details behind the achievements of Instagram cofounders Kevin Systrom and Mike Krieger. With their experience from other companies, including Google and Microsoft, this pair gave new life to amateur photography the world over. Read how two young, driven techies became the CEOs of the most popular photography app in the world today.

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

FASTEN YOUR SEAT BELTS BECAUSE YOU ARE GOING TO CHANGE FOREVER YOUR POINTS OF VIEW! Do you want to teach your children a dynamic activity since an early age? Let me introduce them to the amazing world of coding! They will learn a new way to communicate. Today there are many programming languages, but why should you choose Python? You should choose it because it's really intuitive for kids and it's designed not only to be easy to understand, but also fun to use. Thanks to experiments and activities, your children will become professional coder in a short time and they will create anything they want following my advices. Let their imagination grow and let them learn while having fun! Python for kids teaches essential Python skills to kids ages 8 and up and it includes: -A simply introduction to: Java, Java script, Scratch,C++ and others; -Detailed explanation on Python ; -Game-based learning to train their young minds;- Creating cool graphics and playful apps;-Practical exercises at the end of every chapter. Your babies will also have the possibility to interact with some communities that I have inserted inside the book that will support them for any question or doubt. If you want to train your children who have expressed interest in this topic, this is a great way to start. Add it to your cart and unleash your creativity!

Written with a focus on the English Language Arts Common Core Standards, this book provides a complete plan for developing a literacy program that focuses on boys pre-K through grade 12. • Examines and evaluates the most recent research about boys and nonfiction reading • Addresses the intersections of Common Core Standards and literacy for boys • Provides annotated bibliographies of recommended books as well as lists of apps and other software for boys • Offers educators effective strategies to promote reading with boys and advice for parents in developing a home reading plan for their sons

The military relies on computer systems for all sorts of tasks, including communication, data analysis, geospatial analysis, decision-making, weapons control, simulation, testing, and administration. Many of these systems are coded by enlisted members of the military or by outside contractors hired by the military. This cool volume introduces readers to the types of coding jobs available in the military today and in the future, and explores the types of technologies that military coders employ. Using vivid photographs, primary examples, and professional advice, it provides an outlet for budding coders in the military field and ensures they are prepared to tackle the future of the coding industry.

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!

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!

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