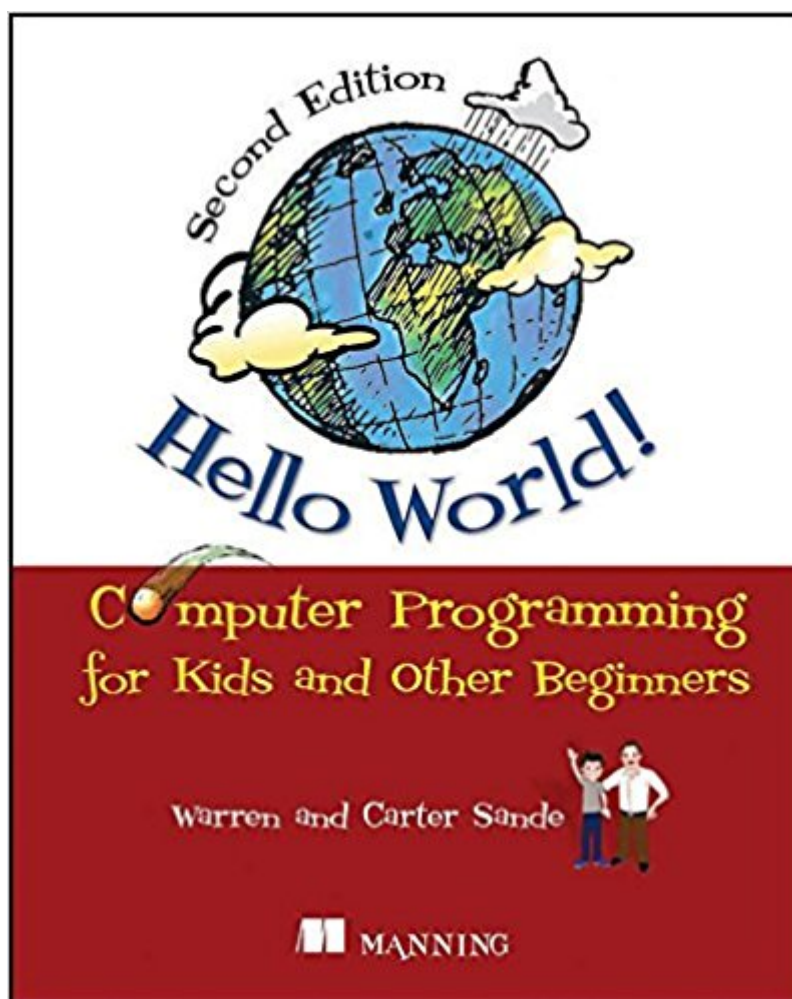The book was found

Hello World!: Computer Programming For Kids And Other Beginners

Synopsis

SUMMARYA 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 BOOKLearn 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 INSIDEExplains concepts in clear languageLots of pictures, cartoons, and fun examplesComplete set of practice questions and exercisesIllustrated in full colorHello World! uses Python, a programming language designed to be easy to learn. Using fun examples, it brings to life concepts of computingÃ¢â ¬â •looping, decisions, input and output, data structures, graphicsÃ¢â ¬â •and many more.ABOUT THE AUTHORSWarren 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 CONTENTSGetting StartedRemember This: Memory and VariablesBasic MathTypes of DataInputGUIsÃ¢â ¬â •Graphical User InterfacesDecisions, DecisionsLoop the LoopJust for YouÃ¢â ¬â •CommentsGame TimeNested and Variable LoopsCollecting Things TogetherÃ¢â ¬â •Lists and DictionariesFunctionsObjectsModulesGraphicsSprites and Collision DetectionA New Kind of InputÃ¢â ¬â •EventsSoundMore GUIsPrint Formatting and StringsFile Input and OutputTake a ChanceÃ¢â ¬â •RandomnessComputer SimulationsSkier ExplainedPython BattleWhat's Next?

Book Information

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Age Range: 12 and up

Grade Level: 5 - 8

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 donÃƒÂ¢Ã â¬Ã â„¢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 donÃƒÂ¢Ã â¬Ã â„¢t become a professional programmer (most people donÃƒÂ¢Ã â¬Ã â„¢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.

Warren Sande is an Electronic Systems Engineer who uses Python as his favorite "do anything" scripting language at work, and also uses it to help teach people about computers and programming. He holds a degree in Electronic Systems Engineering from the University of Regina,

Saskatchewan, as well as a Diploma in Communication Arts from the Southern Alberta Institute of Technology.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.

Purchased this for my almost 8 year old to start teaching him computer programming. Gave it to him today, and he loved it. It's full of cartoons and color pictures. He was having fun and giggling as he made the computer say and do different things, and then got excited about programming his first game (chapter 1). He's now staying up to read the book by the light of a Coleman lantern because I told him it's lights out time.One thing to be aware of is that the book is Python 2. I was more interested in a book to teach how to program than a specific language so this is fine for me, but if you want Python 3 this isn't for you. However, the book seems well laid out so far starting with fun stuff to get interest, doing a few chapters of actual lessons and then a programming a game that uses the lessons. It assumes no programming knowledge of any kind but for that seems fairly complete in what it covers (as least as far as the core python, don't expect an exhaustive detail of every add on package, though it does hit some guis and a little numpy).The publisher also offers the pdf free with purchase of the print book. And they have an installer on their website which installs all the packages used in the book of the same version the book used, so it's easy to make sure version differences don't slow your kiddo down (they'll need to learn to deal with those, but one thing at a time).In short, great well-written intro book for kids.

Very clear, very thorough, paced very well. Perfect for my 12-year old son. This book introduces programming at a measured rate, discussing each topic in several ways. Python is powerful yet simple. The book does not gloss over the power in order to provide a simplified view. Instead, the book introduces concepts gradually, while giving the reader a hint of the power to come in later chapters. It is important to actually do the exercises: programming is not a spectator sport. My son would sometimes skip an exercise, then end up confused later. Having him go back and do the exercises would clear up the confusion.

I bought this book for my eight year old son for Christmas and he loves it! He learned the basics of coding online with excellent sites/games such as Code.org and Lightbot and feels ready to learn a "real" language. The narrative in this book is well thought out and appropriate for a child (or adult) who is totally new to computer coding. It does a good job of explaining basic Python terms and

concepts, such as different types of error messages and what they mean, how to create and use a variable, how to use GUIs and all sorts of cool stuff. It even provides the code for you to set up some basic games. I don't have a background in coding, but the explanations are clear and thorough enough for me to help out my son when he needs it - I even helped debug his Lunar Lander program. My son asked me to supply this review since he is so pleased with this book.

I enjoyed the first edition of this book, but somethings in it did not seem to work. I love that this edition is in FULL color. While I am an adult and can live without color; I prefer to have it with color coded programming. This edition was a long wait as I debated on buying (again I hate rebuying books). But this edition is worth it. I truly love this book.print >>>"I love it!".

I was very impressed with how well this was written. I have never taken any classes in programming. I have only tried learning on my own. I have went though several books on learning Python. I've tried typing in all the exercises and would eventually get to a point where I was typing them in but not knowing how the program worked and finally give up about half way though the book. So far this has been the best book I've seen so far that explains Python in a way that I can understand..

Absolutely fantastic book. My son loves this book. With about a month left of summer vacation he decided that he wanted to learn to program. Looking through several languages, I thought that Python would be a great place to start. This book was exactly what he was looking for.The pacing is perfect, and it introduces the basics of programming in a very fun way. He was angling for more computer time, just so he could make more progress in the book. That's a huge win in my opinion.

My son is 10 and wants to do what dad does. Wrote software. My husband is about the worst, most inpatient teacher you ever met. He understands the topic so why don't you? Haha.This book makes it possible for my husband and my son to do this together. As long as they follow along my husband doesn't have to teach (just follow what the book does next while saying, "yeah, that's how I woulda taught you.") And my son can learn right along. We got a chrome book and installed a code editor for the young dude and this book is the perfect companion.

I'm meeting twice a month with my kids and their friends to work through this book one chapter at a time. Along the way we're also using http://pythontutor.com/, http://ipython.org/ and

http://www.codecademy.com/en/tracks/python. We're also doing http://www.pythonchallenge.com/ and hacking Minecraft Pi on Raspberry Pi's using Python. Lots of fun. All tied together nicely with this book.

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