



Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math

By Majed Marji

No Starch Press. Paperback. Book Condition: New. Paperback. 288 pages. Dimensions: 9.2in. x 6.9in. x 0.8in. Scratch is a fun, free, beginner-friendly programming environment where you connect blocks of code to build programs. While most famously used to introduce kids to programming, Scratch can make computer science approachable for people of any age. Rather than type countless lines of code in a cryptic programming language, why not use colorful command blocks and cartoon sprites to create powerful scripts? In *Learn to Program with Scratch*, author Majed Marji uses Scratch to explain the concepts essential to solving real-world programming problems. The labeled, color-coded blocks plainly show each logical step in a given script, and with a single click, you can even test any part of your script to check your logic. You'll learn how to: Harness the power of repeat loops and recursion; Use if/else statements and logical operators to make decisions; Store data in variables and lists to use later in your program; Read, store, and manipulate user input; Implement key computer science algorithms like a linear search and bubble sort; Hands-on projects will challenge you to create an Ohm's law simulator, draw intricate patterns, program sprites to mimic line-following robots, create arcade-style games, and more! Each...



[READ ONLINE](#)
[2.55 MB]

Reviews

Good electronic book and valuable one. It generally is not going to charge an excessive amount of. Its been developed in a remarkably straightforward way and is particularly simply following i finished reading this ebook through which really transformed me, change the way i think.

-- **Mr. Domenic Eichmann**

This composed publication is fantastic. I was able to comprehend everything using this composed e book. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Miss Ova Kuhn IV**