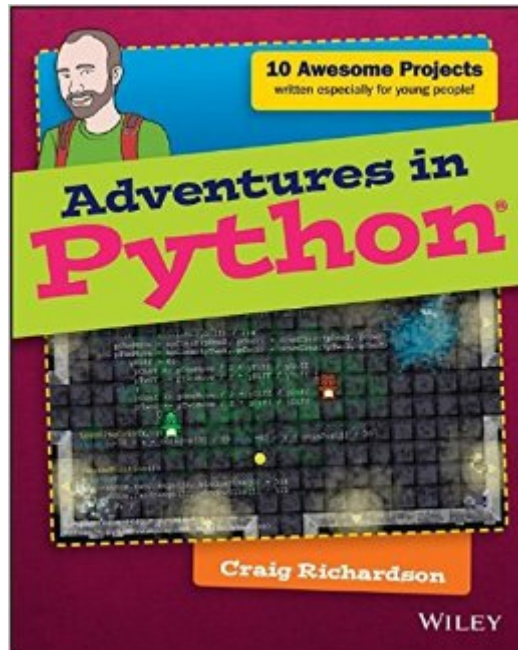


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Adventures In Python



Synopsis

The complete beginner's guide to Python, for young people who want to start today Adventures in Python is designed for 11-to 15-year olds who want to teach themselves Python programming, but don't know where to start. Even if you have no programming experience at all, this easy to follow format and clear, simple instruction will get you up and running quickly. The book walks you through nine projects that teach you the fundamentals of programming in general, and Python in particular, gradually building your skills until you have the confidence and ability to tackle your own projects. Video clips accompany each chapter to provide even more detailed explanation of important concepts, so you feel supported every step of the way. Python is one of the top programming languages worldwide, with an install base in the millions. It's a favourite language at Google, YouTube, the BBC, and Spotify, and is the primary programming language for the Raspberry Pi. As an open-source language, Python is freely downloadable, with extensive libraries readily available, making it an ideal entry into programming for the beginner. Adventures in Python helps you get started, giving you the foundation you need to follow your curiosity. Start learning Python at its most basic level Learn where to acquire Python and how to set it up Understand Python syntax and interpretation for module programming Develop the skills that apply to any programming language Python programming skills are invaluable, and developing proficiency gives you a head start in learning other languages like C++, Objective-C, and Java. When learning feels like fun, you won't ever want to stop " so get started today with Adventures in Python.

Book Information

Series: Adventures In ...

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Programming > Web Programming

Age Range: 11 - 17 years

Grade Level: 6 - 12

Customer Reviews

The publisher says this a book is intended to help 11 to 15 year olds who want to learn how to program in Python on their own. This is true. Author Craig Richardson does an exemplary job of making programming in Python â€œ and I am not being loose with my words â€œ easy to learn. Not only for kids, but for adults as well. I would instantly recommend this book as an introduction to programming for people with no prior experience in the art. I like Richardsonâ€™s approach. He has created 10 â€œadventuresâ€• to guide the learner through their mastery of basic programming concept and the Python language. (By the way, Richardson specifically prohibits the use of Python 3: for this book, only Python v2.7.8 or later will work.) The â€œadventuresâ€• are oriented toward simple games which probably has the greatest chance of keeping younger minds involved and wonâ€™t bore adults either. All the code is very clearly laid out and is also downloadable. Videos are also available for some topics. (I havenâ€™t worked every code example, so I canâ€™t comment on bugs, if any.) Lots of illustrations as well. One thing Richardson does that most Python teachers donâ€™t is introduce Tkinter, the module used for creating Graphic User Interfaces (GUI) very early in the game. Many Python instructional donâ€™t mention Tkinter, assuming their readers will use only Command Line driven programs. I think Richardsonâ€™s approach, especially for younger learners, is much better and will help keep reader interest. This is a fun book. It makes learning Python easy and entertaining. True, Adventures In Python covers mostly basic stuff, much of which will not be terribly useful in the real world.

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