

## ***Coding Iphone Apps For Kids A Playful Introduction To Swift***

From creating their own art tools to making a screen print unique to their personal style and vision, this title helps readers express their creativity through the various forms of printmaking. Using clear methods, engaging photographs, and non-toxic materials, readers will learn the techniques of printmaking and be inspired to experiment with their own designs and ideas.

Coding is cool, and these fun projects help you get started today! Building a Mobile App offers basic lessons in Android development, designed specifically for kids! Three fun projects walk you through basic coding skills using MIT's App Inventor—a free, online programming tool that uses a simple block style language that makes coding easy to learn. No long chapters to read, and no homework—just dive right in! You'll begin with a basic project that shows you how to make an app that works; next, you'll put those skills to work on a photo editing app that takes your skills to the next level. Finally, you'll level up one more time to become a Game Maker—that's right, you'll actually build a mobile game that you can send to your friends! Each project includes step-by-step directions and plenty of graphics to help you stay on track, and easy-to-read instructions help you complete each project frustration-free. App building can get pretty complicated, but it doesn't have to start out that way. Start small to pick up the basics quickly, and you'll be coding in no time! This book helps you get started quickly and easily, with a focus on fun. Build your own Android mobile apps using a free online platform! Code everything yourself, including buttons, screens, and interactions! Build an app that lets you draw on pictures you take! Create a simple, interactive game you can share with your friends! Adults all over the world turn to For Dummies books for clear instruction with a sense of humor; the Dummies Junior books bring that same "learning is fun" attitude to kids, with projects designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun projects they'll be happy to show off!

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: •Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! •Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer •Make a real, playable game with graphics and sound effects using SpriteKit •Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today's society. In kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming

more like the rest of school. In *Lifelong Kindergarten*, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today's fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing more on imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens. Drawing on experiences from more than thirty years at MIT's Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and large-scale group projects (such as a Halloween-themed game called *Night at Dreary Castle*, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

30-Minute Robotics Projects

A Project Guide to Light and Optics

Way Cool Drinks

Android programming for kids and the rest of us

Help Your Kids Learn to Code

Maker Projects for Kids Who Love Photography

A heartbreaking and hilarious memoir by *iCarly* and *Sam & Cat* star Jennette McCurdy about her struggles as a former child actor—including eating disorders, addiction, and a complicated relationship with her overbearing mother—and how she retook control of her life. Jennette McCurdy was six years old when she had her first acting audition. Her mother's dream was for her only daughter to become a star, and Jennette would do anything to make her mother happy. So she went along with what Mom called "calorie restriction," eating little and weighing herself five times a day. She endured extensive at-home makeovers while Mom chided, "Your eyelashes are invisible, okay? You think Dakota Fanning doesn't tint hers?" She was even showered by Mom until age sixteen while sharing her diaries, email, and all her income. In *I'm Glad My Mom Died*, Jennette recounts all this in unflinching detail—just as she chronicles what happens when the dream finally comes true. Cast in a new Nickelodeon series called *iCarly*, she is thrust into fame. Though Mom is ecstatic, emailing fan club moderators and getting on a first-name basis with the paparazzi ("Hi Gale!"), Jennette is riddled with anxiety, shame, and self-loathing, which manifest into eating disorders, addiction, and a series of unhealthy relationships. These issues only get worse when, soon after taking the lead in the *iCarly* spinoff *Sam & Cat* alongside Ariana Grande, her mother dies of cancer. Finally, after discovering therapy and quitting acting, Jennette embarks on recovery and decides for the first time in her life what she really wants. Told with refreshing candor and dark humor, *I'm Glad My Mom Died* is an inspiring story of resilience, independence, and the joy of shampooing your own hair.

Coding iPhone Apps for Kids A Playful Introduction to Swift No Starch Press

Unleash your child's developer potential through fun projects and help them learn how to create iOS apps in Swift About This Book Children can express their creativity while learning through interactive Swift Playgrounds Empower children to think critically about problems Learning programming basics can help children gain confidence in problem solving Help children put their imagination into action building their first iOS app Who This Book Is For Children who are curious about the technology we use in our daily lives and want to know how it works can use this book to learn about programming and building their first iOS app. No prior programming experience is necessary. What You Will Learn Basic programming and coding fundamentals Write code using the fun and interactive Swift Playgrounds app Make animations, including creating your own starry night Utilise functions by making pizza in code Create an interactive toy bin Learn how to use control flow statements to further enhance your toy bin Build a simple movie night app working with tableviews and arrays In Detail This book starts at the beginning by introducing programming through easy to use examples with the Swift Playgrounds app. Kids are regularly encouraged to explore and play with new concepts to support knowledge acquisition and retention – these newly learned skills can then be used to express their own unique ideas. Children will be shown how to create their first iOS application and build their very own movie night application. Style and approach This is a project-based guide with an engaging tone that uses a visually rich format. It explains the concepts in clear language and uses lots of pictures, cartoons, and examples. There is a set of practical exercises to be completed.

Teaches boys and girls ages 8 and up basic carpentry skills through easy-to-make projects: bird feeder, sailboat, tie rack, flower box, and 11 more. Over 100 black-and-white illustrations.

Cultivating Creativity through Projects, Passion, Peers, and Play

Building a Mobile App

Maker Projects for Kids Who Love Designing Spaces

Coding for Kids: Programming for Beginners: How to Learn: Coding Skills, Create a Game, Programming in Python and Working with Popular

Swift iOS Programming for Kids

Python for Kids

What can you do with recycled materials found in your home or at school in 30 minutes or less? How about making a pizza box oven? Clear step-by-step instructions and photos make these sustainable science projects fast, easy, and fun!

**\*\*55% OFF FOR BOOKSTORES! DISCOUNTED RETAIL PRICE NOW AT \$19,78 INSTEAD OF \$43,95\*\***

Are you interested in coding, but you don't know where to start? This book is entitled Coding for Kids, but adults can also use it if they are working on the matter for the first time. Coding can help children to understand the technical world that is all around them. They can understand the internet, smart TVs, and smartphones they can't seem to put down. By understanding how things work, they can also begin to get inspired and think of their own ideas. This book covers the following topics: What Is Coding (Introduction) Programming Languages and Ides What Programming Language Should You Learn? OOP (Object-Oriented Programming) Preparing Yourself for Coding The Future of Machine Learning .. And so much more! One of the best things about coding for kids is that the more widespread computer-use becomes, the more areas of life that are touched by coding. This means that no matter what you are interested in, coding can play a role. For example, if you like music, there are many applications of coding in the music industry. Coding is even used in sports, where coaches are using it to help their teams perform better. It seems like no matter what, coding is being used in any area of life that you find interesting and fun. When you can do computer programming that is applied to something that you find interesting, you are going to realize that you enjoy coding and will have so much fun by doing your work.

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.

Kids can be creative in the kitchen with these tasty recipes for different kinds of drinks.

Maker Projects for Kids Who Love Printmaking

Wind Power

Rox's Secret Code

Coding iPhone Apps for Kids

Computer Coding for Kids

Coding iPhone Apps for Kids, 1st Edition

*Neighborhood Cleanup guides students as they conceive and set up a neighborhood cleanup with their friends and community. The considerate text includes easy-to-follow lists and will hold the readers' interest, allowing for successful mastery and comprehension. Written with a high interest level to appeal to a more mature audience, these books maintain a lower level of complexity with clear visuals to help struggling readers along. A table of contents, glossary with simplified pronunciations, and index all enhance achievement and comprehension.*

*Kids will learn valuable hands-on lessons from this guide by constructing working models that generate renewable, alternative energy. Budding scientists learn how to build their own Kelvin water-drop generator out of six recycled cans and alligator-clip jumpers; a solar-powered seesaw from a large dial thermometer and a magnifying glass; and a windmill from eight yardsticks, PVC pipe, cardboard, and a converter generator. Children will investigate the energy-generating properties of a solar cell, a radiometer, a Nitinol heat engine, and a Peltier cell--there are even plans to build a human-powered desk lamp. Each project includes a materials and tools list as well as online information on where to find specialized components.*

*ScratchJr is a free, introductory computer programming language that runs on iPads, Android tablets, Amazon tablets, and Chromebooks. Inspired by Scratch, the wildly popular programming language used by millions of children worldwide, ScratchJr helps even younger kids create their own playful animations, interactive stories, and dynamic games. The Official ScratchJr Book is the perfect companion to this free app and makes coding easy and fun for all. Kids learn to program by connecting blocks of code to make characters move, jump, dance, and sing. Each chapter includes several activities that build on one another, culminating in a fun final project. These hands-on activities help kids develop computational-thinking, problem-solving, and design skills. In each activity, you'll find: -Step-by-step, easy-to-follow directions -Ways to connect the activity with literacy and math concepts -Tips for grown-ups and teachers -Creative challenges to take the learning further By the end of the book, kids will be ready for all sorts of new programming adventures! The ScratchJr app now supports English, Spanish,*

*Catalan, Dutch, French, Italian, and Thai.*

*Readers with a creative flair and an eye for attractive layout can let their creative sides show with this title about the artistic and inventive field of interior design. Readers will explore multiple styles of design, as well as learn about some influential designers and the artistic movements that shaped them. They'll also learn how to make a room design board, how to build a 3-D model of an interior space, and how to dress it to match their own unique style. These tools help them experiment with their own designs and adapt them to suit many kinds of spaces.*

*A unique step-by-step visual guide, from binary code to building games*

*A Dictionary of Arts, Sciences, Literature and General Information*

*Maker Projects for Kids Who Love Woodworking*

*Learn to Code Kit (4 Books and Downloadable App)*

*Hello App Inventor!*

*Design and Program Your Own App!*

This exciting title inspires readers to get active, use their creativity, and collaborate to explore new ideas in the world of sports. Engaging activities, inspiring biographies, and clear photographs help readers create new and entertaining sports games and activities. A focus on accessibility and safety makes this title a strong addition to any makerspace.

Curious about coding but don't know where to begin? What if I told you that I could empower you with the knowledge to get you started on your journey to success? Coding for Kids is a beginner's guide to coding for kids, young teens, and adults alike. Coding is the modern world's DNA. To create any website, phone app, computer software, and even to make several household appliances functional. Coding is a part of all of our lives and will only become more relevant as time goes on. This is why coders play such an important role in defining the digital era and the future. The world needs coding. Coding for Kids will help you understand the following points: Concept of coding A machine can understand only two types of data: off and on. These combinations are represented as 0s and 1s in binary code, with each digit representing one switch. To be able to build a computer program by writing billions of 1s and 0s will necessitate superhuman powers, and even if accomplished, it would most likely take you a lifetime or more. This is where coding comes. Perks of learning to code as earning profitability, smarter perspective, better job opportunities, improved creativity, effective communication and math skills, etc. Reliable Internet sources for learning to code, e.g., Codeacademy, Udemy, EdX.org, Lynda, etc. Alphabetically arranged Coding terminology essential to learn for beginners, g., Algorithm, Array, Block-Based Programming, Bit, Bug, DRY, DNS, etc. Description of top-five programming languages like Java, JavaScript, HTML, CSS, and Python with real-life applications to help understand the usage and functions of these languages. Fundamentals of HTML in detail e.g. HTML elements (Headings, paragraph, anchor links, forms, etc.),

a lengthy list of basic HTML tags, etc. Fundamentals of CSS in detail, e.g., CSS colors, measurement units, selector types, font size, etc. Fundamentals of JavaScript in detail, e.g., variable rules, operators, function, string, array, etc. Step by step insight into the fundamentals for coding your own website. Adding structure to your website with HTML Adding style to your website with CSS Adding interactivity to your website with JavaScript Learning to code your own games. Games included are Tic Tac Toe, Rock, Paper, Scissors, Dino, Snake, and Pong. More than 50 exercises related to HTML, CSS, and JavaScript for your practice. Click add to cart if you want to benefit yourself from the above points and make your name in the coding world!

This amazing title instructs young readers on how to shape wooden objects based on their own, unique ideas. Kids will explore this exciting and popular field by learning a few basic techniques of woodworking and what tools to use, which they can then experiment with in safe and accessible projects. "Makers and Shakers" sidebars introduce kids to furniture makers and builders and to different styles in woodworking.

Boxed kit teaches children how to understand and guide coding activities. Including, how to design and code characters, backgrounds scenes, and animations. Turn their ideas into animated stories, complete with dialogue and sound effects using the coding app! Includes 4 books and a downloadable coding app: 1 book is a parental guide instructing parents how to interact with their children in assisting them with the instructions (64 pages). 3 books for kids: 2 books show them how to design and code characters (64 pages each). 1 book of character and design grids (32 pages). Coding app allows kids design and code animated stories: No limit on the number they can save and play back. For iPhone or Android.

Easy Carpentry Projects for Children

Maker Projects for Kids Who Love Graphic Design

Lifelong Kindergarten

Beginner's Guide for App Programming, App Development, App Design

Maker Projects for Kids Who Love Robotics

Codes, Ciphers and Secret Writing

**Cipher and decipher codes: transposition and polyalphabetical ciphers, famous codes, typewriter and telephone codes, codes that use playing cards, knots, and swizzle sticks . . . even invisible writing and sending messages through space. 45 diagrams.**

**Teach kids the concepts of coding in easy-to-understand language and help them develop games of their own with The Everything Kids' Scratch Coding Book! Understanding computer science is becoming a necessity in the modern age. As our world shifts towards becoming**

**increasingly more technical and automated, the ability to code and understand computers has become one of the most valuable skills any child can have on the road to a successful life. More and more schools are recognizing this importance and have started to implement computer science and coding as core elements in their curriculums, right alongside math and history. The Everything Kids' Scratch Coding Book helps children get a head start on this new essential skill, with Scratch coding—a language designed by MIT specifically to help a younger audience learn to code. In no time, children will learn basic coding concepts, build fun games, and get a competitive edge on their classmates. This book encourages children to think analytically and problem-solve, while helping them develop an essential skill that will last them a lifetime.**

**YouTube Channel guides students as they conceive and maintain their own YouTube channel for their friends and community. The considerate text includes easy-to-follow lists and will hold the readers' interest, allowing for successful mastery and comprehension. Written with a high interest level to appeal to a more mature audience, these books maintain a lower level of complexity with clear visuals to help struggling readers along. A table of contents, glossary with simplified pronunciations, and index all enhance achievement and comprehension.**

**APPS 2ND EDITION with FREE BONUS WORTH \$9.99~Learn the fundamentals of app programming, development, and designs~Do you want to learn how to program your own app? Are you read to create something that could potentially change the world?Download Apps: Beginner's Guide For App Programming, App Development, App Design and learn the basic foundations of App programming so you can start programming your own app starting from tomorrow! What are you waiting for? Take action right now and become a programmerScroll up and BUY "Apps: Beginner's Guide For App Programming, App Development, App Design " NOW and become a programmer by tomorrow!**

**Maker Projects for Kids Who Love Sports**

**Swift 5 for Absolute Beginners**

**App Kid**

**iOS app programming for kids and other beginners**



## **A Playful Introduction to Programming**

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

A coding adventure about a brilliant inventor and her runaway robot, Rox's Secret Code aims to inspire the next generation of female leaders in STEM! Rox is happy to spend the whole day on her laptop inventing awesome robots, but her dad wants her to clean up! When the Chorebot she designs gets a mind of its own and tries to organize the whole city, Rox and her neighbor Amar race to recode Chorebot in time to save the day.

In this exciting title, readers will learn about basic robot components and how they are used to build various robots for different purposes. "Makers and Shakers" sidebars introduce the world's greatest robot designers and explain how they came to create their exciting inventions. Step-by-step Maker projects let readers put their skills to use as they build amazing robotic creations

Surveys the history of wind power and windmills, outlines the science that makes them work, and provides instructions for increasingly difficult projects that demonstrate each principle.

How a Child of Immigrants Grabbed a Piece of the American Dream

Hello Swift!

A Playful Introduction To Programming

Neighborhood Cleanup

A Hands-on Guide to Learning the Fundamentals of How to Code Games, Apps and Websites

### 30-Minute Sustainable Science Projects

**Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2 How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beerand Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table of Contents Getting to know App Inventor Designing the user interface Using the screen: layouts and the canvas Fling, touch, and drag: user interaction with the touch screen Variables, decisions, and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web-enabled apps Location-aware apps From idea to app Publishing and beyond**

**From high-powered cameras to smartphones, photography is a popular and accessible interest of many individuals today. This title helps young photographers explore the history of this important art, and the pioneers who innovated and created some of the worlds most notable cameras and photos. Readers will learn about lenses, filters, composition, and lighting. They will also be**

***encouraged to create their own photography projects using different styles and mediums, and changing their photos into forms that suit their ideas and concepts.***

***An inspiring and deeply personal coming of age memoir from one of Silicon Valley's youngest entrepreneurs—a second-generation Latino immigrant who taught himself how to code as a thirteen-year-old and went on to claim his share of the American dream. As his parents watched their restaurant business collapse in the wake of the Great Recession, Michael Sayman was googling “how to code.” Within a year, he had launched an iPhone app that was raking in thousands of dollars a month, enough to keep his family afloat—and in America. Entirely self-taught, Sayman headed from high school straight into the professional world, and by the time he was seventeen, he was Facebook's youngest employe ever, building new features that wowed its founder Mark Zuckerberg and are now being used by more than half a billion people every day. Sayman pushed Facebook to build its own version of Snapchat's Stories and, as a result, engagement on the platform soared across all demographics. Millions of Gen Z and Millennials flocked to Facebook, and as teen engagement rose dramatically on Instagram and WhatsApp, Snapchat's parent company suffered a billion-dollar loss in value. Three years later, Sayman jumped ship for Google. App Kid is the galvanizing story of a young Latino, not yet old enough to drink, who excelled in the cutthroat world of Silicon Valley and went on to become an inspiration to thousands of kids everywhere by following his own surprising, extraordinary path. In this candid and uplifting memoir, Sayman shares the highs and lows, the successes and failures, of his remarkable journey. His book is essential and affirming reading for anyone marching to the beat of their own drum.***

***In this inspired title, readers will discover the elements graphic designers use, such as colors, shapes, fonts, and perspective, to convey their messages. Creative and engaging maker projects help readers use these same elements to create their own graphic design works. "Makers and Shakers" sidebars introduce readers to some of the most innovative graphic designers and their work.***

***The Encyclopaedia Britannica***

***Apps***

***Learn to Develop Apps for iOS***

***Youtube Channel***

***From Zero to IOS Hero***

***The Everything Kids' Scratch Coding Book***

What can be created in 30 minutes or less? How about a robot? With clear step-by-step instructions and photos, these fun

robotics projects with delight young makers and tech fans.

Zero to iOS Hero is an easy-to-read, fully comprehensive book aimed at helping students become iOS app developers, without any prior knowledge. With this book, anyone can go from having zero experience in computer science to programming noteworthy applications over the course of four simple sections. Along the way, you'll also get to build 6 brand-new apps, from the ground up. The simple and straightforward lessons in this book use Xcode 9, Swift 4, and iOS 12 to help you transform your idea to a fully-functional app. What you'll learn in Zero to iOS Hero: Explore the Xcode environment paired with the Swift language, Apply your knowledge in using some of Swift's intermediate and advanced features, Learn about fundamental computer science concepts, Employ data structures within Swift, Delve into object-oriented programming for iOS, and Create SIX New Apps! The mission of No Stoppin' is to empower students by promoting and enabling peer-to-peer education by authoring educational content students wouldn't have access to otherwise.

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!

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!)

Coding for Kids

20 Projects to Make with Paper

The Official ScratchJr Book

Swift Development for Kids and Teens

16 Alternative Energy Projects for Young Scientists

A Playful Introduction to Swift

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

What do CDs, lamps, lasers, and microwave ovens all have in common? They all use the power of light and

optics! From ancient times when scientists puzzled over the effects of the Sun on Earth to today, where scientists and engineers use lasers to make precise cuts in metal, people have been fascinated by light and optics. In this book, you'll delve into this incredible subject and learn how light can bend and bounce. You'll understand how scientists use light to send data from one side of the world to the other. And, you'll have fun discovering new things to do with flashlights and mirrors. These experiments and activities can be used as a starting point for science fair projects, or you can do them just for fun.

Either way, you'll find out a lot about the properties of light!

Learn to Code and Create Your Own Cool Games!

Fun, Easy Way to Begin Computer Programming

Doable Renewables

JavaScript for Kids

I'm Glad My Mom Died