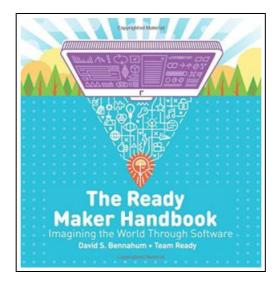
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This book is great. it absolutely was writtern quite properly and beneficial. Its been written in an extremely basic way and it is merely after i finished reading through this ebook in which basically changed me, affect the way i really believe.

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THE READY MAKER HANDBOOK: IMAGINING THE WORLD THROUGH SOFTWARE (PAPERBACK)



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Ready Maker Books, 2016. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****. The world is becoming increasingly dependent on technology. Parents are looking for resources to give their children a leg up as they begin to navigate the real world. The Ready Maker Handbook teaches invaluable skills in software development and coding that will take children far in life and introduce them to a whole new world of technology, math, and physics. Author David S. Bennahum appeals to children by showing them the design and work that go into creating some of their favorite games. With the help of the companion app (available for free at kids can make games, create interactive models, design cars, program a stopwatch, and more! Along the way, kids will learn the fundamentals of object-oriented programming, iterative development, conditional statements, logical conjunctions, sequencing, randomizing, debugging, remixing and forking, basic artificial intelligence, program optimization, cloning, game design, user experience, Cartesian geometry, Newtonian physics, the metric system, classes, loops, variables, input, conditionals, output, and behaviors. Bennahum also includes one hundred pages of color photos to help clarify and inspire! The result is a kid-friendly introduction to software development and design that will help future innovators to acquire and hone these critical components of their skill set.



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