

## Ruby Wizardry An Introduction To Programming For Kids

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Ruby Wizardry is a modern day fairy tale that teaches programming skills kids can use.

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## **Ruby Wizardry: An Introduction to Programming for Kids 1 ...**

With a simple (yet effective) storytelling style, *Ruby Wizardry: An Introduction to Programming for Kids* (written by Eric Weinstein, published by No Starch Press) enlightens readers on the basic concepts of programming through Ruby, and is engaging and fun enough to captivate and inspire a younger audience.

## **Amazon.com: Customer reviews: Ruby Wizardry: An ...**

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The Ruby programming language is perfect for beginners: easy to learn, powerful, and fun to use! But wouldn't it be more fun if you were learning with the help of some wizards and dragons? Ruby Wizardry is a playful, illustrated tale that will teach you how to program in Ruby by taking you on a fantastical journey. As you follow the adventures

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of young heroes Ruben and Scarlet, you'll learn real programming skills, like how to: -Use fundamental concepts like variables, symbols, arrays, and strings -Work with Ruby hashes to create a programmable breakfast menu -Control program flow with loops and conditionals to help the Royal Plumber -Test your wild and crazy ideas in IRB and save your programs as scripts -Create a class of mini-wizards, each with their own superpower! -Organize and reuse your code with methods and lists -Write your own amazing interactive stories using Ruby Along the way, you'll meet colorful characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. Ruby Wizardry will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Explores the fascinating world of coding. With colorful spreads featuring fun facts, sidebars, and a "How It Works" feature, the book provides an inspiring look at this exciting technology.

If you know basic high-school math, you can quickly learn and apply the core concepts of computer science with this concise, hands-on book. Led by a team of experts, you'll quickly understand the difference between computer science and computer programming, and you'll learn how algorithms help you solve computing problems. Each chapter builds on material introduced earlier in the book, so you can master one core building block before moving on to the next. You'll explore fundamental topics such as loops, arrays, objects, and classes, using the easy-to-learn Ruby programming language. Then you'll put everything together in the last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithms to solve real-world problems Understand the basics of computer architecture Examine the basic tools of a programming language Explore sequential, conditional, and loop programming structures Understand how the array data structure organizes storage Use searching techniques and comparison-based sorting algorithms Learn about objects, including how to build your own Discover how objects can be created from other objects Manipulate files and use their data in your software

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.

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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!)

Dash and Dot are a pair of robots that you can program using a tablet or smartphone. With this book, students learn the art of innovation through detailed explanations and hands-on activities built to foster creativity and problem solving. Fun, engaging text introduces readers to new ideas and builds on maker-related concepts they may already know. Additional tools, including a glossary and an index, help students learn new vocabulary and locate information.

Relates the life, development, and art of the famous artist.

Contains fifty-eight Ruby scripts to solve a variety of problems for system administration, image manipulation, and management of a Website.

After Bart King interviewed hundreds of the wisest guys and smartest alecks for *The Big Book of Boy Stuff*, something awesome happened: the book became a classic! Hailed by critics and kids alike, it has sold hundreds of thousands of copies, and even won awards. In this updated and redesigned tenth anniversary edition, hijinks and hilarity are still front and center. Within these pages, boys can find a myriad of things to do, things to laugh at, and things they didn't know. Bart King, the veteran of many water balloon wars, taught middle school for many years. He's written other cool books, including *The Big Book of Superheroes*, *The Pocket Guide to Girl Stuff*, and *The Big Book of Gross Stuff*. Visit his website at [www.bartking.net](http://www.bartking.net).

"An under-the-hood look at how the Ruby programming language runs code. Extensively illustrated with complete explanations and hands-on experiments. Covers Ruby 2.x"--

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