

Coding Iphone Apps For Kids A Playful Introduction To Swift

Are You ready to get the inside-out features/functions of iPhone 8 and iPhone 8? It's an insider-secret revealed manual before manual This is the book for you! ***FREE BONUS: BUY PAPERBACK COPY OF THIS BOOK AND GET THE KINDLE VERSION FOR FREE via KINDLEMATCH This book has brought to you the complete inside-out comprehensive features of iPhones 8, what to expect in iPhone 8 and 8 plus and lots more. After reading this book, you will be far more than convinced to get prepared for the new release iPhone 8. It's the manual before manual. Every segment of this manual includes step-by-step features with comprehensive details of each and the forthcoming technologies to be added to all iPhone models. iPhone, iPhone 7 for dummies, iPhone for seniors, iPhone for dummies for seniors, iPhone history, iPhone for dummies, iPhone photography, iPhone book, iPhone 7 plus for dummies, iPhone 7 books, iPhone app development, iPhone app programming, iPhone accessories, iPhone audio books, iPhone apps for kids, iPhone application development for dummies, iPhone apps, iPhone application development, iPhone accessories, iPhone artistry, iPhone earbuds, iPhone es, iPhone charger, iPhone cases 7 plus, iPhone charger cable usb, iPhone case 6s, iPhone charger and usb, iPhone cases 5s, iPhone case 6 plus, iPhone car holster, iPhone charger apple block, iPhone case flowers, iPhone book for seniors, iPhone basics, iPhone books new release, iPhone battery pack, iPhone book for dummies, iPhone belt, iPhone David Pogue, iPhone development, iPhone dummies, iPhone development objective c, iPhone docking station, iPhone for seniors book, iPhone filmmaking, iPhone for seniors in easy steps, iPhone for beginners, iPhone for dummies 7, iPhone for dummies 2017, iPhone forensics, iPhone guide for seniors, iPhone glass screen protector, iPhone game development, iPhone game, iPhone guide, iPhone ios 10, iPhone ios 9, iPhone instruction book, iPhone ios 11, iPhone iCloud, iPhone iPad, iPhone in easy steps, iPhone keyboard, iPhone lightning cable, iPhone life magazine, iPhone manual, iPhone missing manual, iPhone merchant, iPhone manual for beginners, iPhone mobile, iPhone men holder, iPhone made easy, iPhone missing manual 10th edition, iPhone millionaire, iPhone movie making equipment, iPhone how to, iPhone how to book, iPhone hacks, iPhone head phones, iPhone photography 2017, iPhone plus case, iPhone photography books, iPhone programming, iPhone photographer, iPhone photo book, iPhone portable genius, iPhone prix, iPhone photo, iPhone Otterbox, iPhone repair book, iPhone repair, iPhone ring stand, iPhone user guide, iPhone usb cable, iPhone user manual, iPhone user guide for ios 10.3, iPhone unlock, iPhone tripod, iPhone the missing manual 10th edition, iPhone the missing manual, iPhone tips and tricks, iPhone tutorial, iPhone the missing manual the book that should have been in the box, iPhone the missing manual 8th edition, iPhone the complete manual, iPhone video, iPhone visually, iPhone wallet case, iPhone wall adapter, iPhone se manual, iPhone se, iPhone se phone case, iPhone se user guide, iPhone se for dummies, iPhone secret history, iPhone se for seniors, iPhone se sushi phone cases, iPhone se protective case, iPhone story, the one device Brian Merchant, iPhone David Pogue, iPhone 7 Tailor Jacobs, iPhone photography tips and tricks Kristine Lee, iPhone se Carlos Bennett, help me guide to the iPhone 7 Charles Hughes, ios apps for masterminds, 2nd edition J.D Gauchat, coding iPhone apps for kids Gloria Winquist, Matt McCarthy, help me guide to iPhone 6s Charles Hughes, linux Gary Mitnick, sql, galaxy s8 & s8 edge, seo, c++, python Joshua Welsh, amazon echo look, snapchat, holography projects for the evil genius, simuladores cuticicos y realidad virtual, el inconsciente colectivo, el sexto sentido y los, smartphone life hacks

HELLO WORLD// - Alle Erklärungen der Konzepte in einfacher Sprache - Sehr viele Bilder, Cartoons und lustige Beispiele - Umfassende Fragen und Aufgaben zum Üben und Lernen - Farbig illustriert In diesem Buch lernst Du, mit dem Computer in seiner Sprache zu sprechen. Willst du ein Spiel erfinden? Eine Firma gründen? Ein wichtiges Problem lösen? Als ersten Schritt lernst Du, eigene Programme zu schreiben. Programmieren ist eine tolle Herausforderung, und dieses Buch macht Dir den Einstieg leicht. Diese neue Ausgabe von Hello World! zeigt Dir in einfacher und ansprechender Weise die Welt der Computerprogrammierung. Warren Sande hat es gemeinsam mit seinem Sohn Carter geschrieben, und sie haben sich auch viele lustige Beispiele ausgedacht, mit denen Du prima lernen kannst. Das Buch wurde von Pädagogen überarbeitet und eignet sich für Kinder genauso wie für ihre Eltern. Du brauchst keine Programmierkenntnisse mitzubringen, sondern nur zu wissen, wie man einen Computer bedient. Wenn Du ein Programm starten und eine Datei speichern kannst, reicht das schon! Hello World! arbeitet mit Python. Diese Programmiersprache ist besonders leicht zu erlernen. Mit den humorvollen Beispielen lernst Du die Grundlagen des Programmierens kennen, wie z.B. Schleifen, Entscheidungen, Eingaben und Ausgaben, Datenstrukturen, Grafiken und vieles mehr. AUS DEM INHALT // Speicher und Variablen // Datentypen // GUIs – Grafische Benutzeroberflächen // Immer diese Entscheidungen // Schleifen // Nur für dich – Kommentare // Geschachtelte und variable Schleifen // Listen und Wörterbücher // Funktionen // Objekte // Module // Sprites und Kollisionserkennung // Ereignisse // Sound // Ausgabeformatierung und Strings // Das Zufallsprinzip // Computersimulationen

Machine learning analyzes big data to uncover patterns invisible to humans. These technologies help Internet users find things online, make it possible to quickly translate speech, and create smarter video game opponents. Big data and machine learning are used everywhere in society, and the opportunities for their uses are endless.

This book offers readers the chance to discover career options in game and app development and the education that will qualify them for those options. Apart from figuring out the creative side, the reader will also discover what is necessary to break into an extremely competitive market as a professional.

If you want to boost your library's relevancy and support youth learning, consider incorporating connected learning at your library. This book helps you to realize the potential of this exciting and dynamic trend. • Evidences the effectiveness of connected learning • Shows how connected learning in libraries complements and extends classroom learning • Explains how to incorporate connected learning into libraries of all sizes

A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with

reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy!

This homework helper explains to kids and parents computer science principles, from hardware to computer coding and what the future may hold. This study aid takes children from age 10 all the way up to GCSE Computer Science and beyond. Covering everything from data to digital life, and from computer coding to cyber attacks, Help Your Kids With Computer Science gives parents and kids the most up-to-date and comprehensive facts and information on the subject. This unique visual guide examines the technical aspects of computers, such as how they function, the latest digital devices and software, and how the Internet works. It also builds the confidence of parents and kids when facing challenges such as staying safe online, digital etiquette, and how to navigate the potential pitfalls of social media. Jargon-free language helps to explain difficult and potentially dread-inducing homework such as hacking, Bitcoin, and malware, while colourful graphics help make learning about the world of computer science exciting. Help You Kids with Computer Science can be used to support KS 1 to 5 in the UK, including GCSE Computer Science and A-level Computer science. This book is designed for children ages 5 and above. We aim to familiarize kids with coding and computer terms that are common and very much used in computer programming languages ??with everyday life experiences. The aim of this book is to teach the 21st century skills such as critical thinking, problem-solving, innovation and communication. It is a scientific way of learning alphabets and basics of computer science. The coding terms are illustrated based on the book learn to code 1, 2 & 3 by Apple Inc. Everyone learns to read and write by learning the alphabets at first. When you know the ABC of programming language, you are capable of writing a code. Technology and computers are going to be a growing part of everything we'll do in the future, so learning about computer programming is the way to bring your ideas to life. Our book explains the common coding terms with easy-going examples and gives ideas and viewpoints from our Everyday Life to understand the meaning of the terms. The materials are flexible and usable in any learning environment. Learning changes our thinking, attitudes, and strategies in a more flexible way. Learning is understanding, it's a new combination of knowledge and skills and the organization of data structures. This implies adaptation of the new concepts and makes the perception Deeper. We believe learning Computational thinking in early stage empowers children and gives them tools to express themselves. To solve the everyday problems, everybody needs to learn the basics of computer programming, and should start from the very early stage.

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

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

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.

Reto Meier, Entwickler und Führungskraft bei Google, verrät Ihnen in diesem Buch seine vielversprechendsten Techniken und Erfolgsrezepte. Sie erfahren, wie Sie die neuesten Features von Android am besten einsetzen und wie Sie damit schnell und sicher robuste und überzeugende Apps entwickeln. Anhand zahlreicher Beispielprojekte erhalten Sie einen tiefen Einblick in die aktuelle Android-Plattform. Die Übungen beginnen einfach, mit allmählich wachsendem Schwierigkeitsgrad.

Have big dreams? Kick start them with JavaScript! If we've learned one thing from the Millennial generation, it's that no one is too young to make history online. JavaScript For Kids For Dummies introduces pre-teens and early teens alike to the world of JavaScript, which is an integral programming language that drives the functionality of websites and apps. This informative, yet engaging text guides you through the basics of coding with JavaScript, and is an essential resource if you want to expand your

technology skills while following easy, step-by-step instructions. Through small, goal-oriented projects, you learn key coding concepts, while actually creating apps, games, and more. This hands-on experience, coupled with the presentation of ideas in a simple style, allows you to both learn and retain JavaScript fundamentals. JavaScript has been heralded as 'the programming language of the web,' and many kids are interested in learning how to use it; however, most schools don't offer coding classes at this level, and most families can't afford the high cost of coding classes through a summer camp. But this can't stop you from developing your JavaScript coding skills! This fun text is all you need to get started on your JavaScript journey. Explore the basics of JavaScript through the creation of a calculator app Deepen your understanding of HTML, arrays, and variables by building a grocery shopping app Learn conditional logic through the development of a choose your own adventure game Discover loops and strings by creating a lemonade stand app and MadLibs-style game JavaScript For Kids For Dummies brings pre-teens and early teens into the world of coding by teaching them one of the key Web design languages.

Help for grown-ups new to coding Getting a jump on learning how coding makes technology work is essential to prepare kids for the future. Unfortunately, many parents, teachers, and mentors didn't learn the unique logic and language of coding in school. Helping Kids with Coding For Dummies comes to the rescue. It breaks beginning coding into easy-to-understand language so you can help a child with coding homework, supplement an existing coding curriculum, or have fun learning with your favorite kid. The demand to have younger students learn coding has increased in recent years as the demand for trained coders has far exceeded the supply of coders. Luckily, this fun and accessible book makes it a snap to learn the skills necessary to help youngsters develop into proud, capable coders! Help with coding homework or enhance a coding curriculum Get familiar with coding logic and how to de-bug programs Complete small projects as you learn coding language Apply math skills to coding If you're a parent, teacher, or mentor eager to help 8 to 14 year olds learn to speak a coding language like a mini pro, this book makes it possible!

Die Minecraft-Welt sieht zwar auf den ersten Blick einfach aus, doch das i;1?2berleben darin kann manchmal ganz schi;1?2n schwer werden. Jacob Cordeiro zeigt Ihnen, wie es geht: Installieren Sie das Spiel, wi;1?2hlen Sie einen Server, erforschen Sie die Kli;1?2tzchenwelt, gewinnen Sie kostbare Rohstoffe und beki;1?2mpfen Sie allerhand Monster und anderes Unheil.

Au;1?2erdem erfahren Sie, wie Sie im Kreativ-Modus nicht nur die Welt nach Ihren Wi;1?2nschen gestalten, sondern auch fliegen ki;1?2nnen, und mit welchen Strategien Sie im Abenteuer- und Hardcore-Modus am erfolgreichsten sind.

Python ist eine leistungsfähige, moderne Programmiersprache. Sie ist einfach zu erlernen und macht Spaß in der Anwendung – mit diesem Buch umso mehr! "Python kinderleicht" macht die Sprache lebendig und zeigt Dir (und Deinen Eltern) die Welt der Programmierung. Jason R. Briggs führt Dich Schritt für Schritt durch die Grundlagen von Python. Du experimentierst mit einzigartigen (und oft urkomischen) Beispielprogrammen, bei denen es um gefräßige Monster, Geheimagenten oder diebische Raben geht. Neue Begriffe werden erklärt, der Programmcode ist farbig dargestellt, strukturiert und mit Erklärungen versehen. Witzige Abbildungen erhöhen den Lernspaß. Jedes Kapitel endet mit Programmier-Rätseln, an denen Du das Gelernte üben und Dein Verständnis vertiefen kannst. Am Ende des Buches wirst Du zwei komplette Spiele programmiert haben: einen Klon des berühmten "Pong" und "Herr Strichmann rennt zum Ausgang" – ein Plattformspiel mit Sprüngen, Animation und vielem mehr. Indem Du Seite für Seite neue Programmierabenteuer bestehst, wirst Du immer mehr zum erfahrenen Python-Programmierer. - Du lernst grundlegende Datenstrukturen wie Listen, Tupel und Maps kennen. - Du erfährst, wie man mit Funktionen und Modulen den Programmcode organisieren und wiederverwenden kann. - Du wirst mit Kontrollstrukturen wie Schleifen und bedingten Anweisungen vertraut und lernst, mit Objekten und Methoden umzugehen. - Du zeichnest Formen mit dem Python-Modul Turtle und erstellst Spiele, Animationen und andere grafische Wunder mit tkinter. Und: "Python kinderleicht" macht auch für Erwachsene das Programmierenlernen zum Kinderspiel! Alle Programme findest Du auch zum Herunterladen auf der Website!

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.

This book has weird 27 step by step guide to fully make the most out of your iPhone and enjoy secret functions you have never thought of and not included in all iPhone mobile manual. This is an exclusive iPhone 7 & plus book you wouldn't wanna miss for any reason in the world. It would be a waste using iPhone without all these weird functions and maximising the full functionality of your iPhones. It's easy, clear, readable, and focused on what you want to do. It can only get better when you actually maximize the full functionality of your iPhone. This is not limited to iPhone 7 users alone but iPhone 4, iPhone 5, iPhone 5c, iPhone 5s, iPhone 6, iPhone 6s, iPhone 7 plus, iPhone SE, including any device running iOS 10 below and above. It's a new generation manual for your all kinds starting from old to new versions. **CLICK THE BUY BUTTON NOW!** Tags: iPhone for seniors book, iPhone for seniors in easy steps, iPhone for beginners, iPhone for dummies 7, iPhone for dummies 2017, iPhone forensics, iPhone guide for seniors, iPhone glass screen protector, iPhone game development, iPhone game, iPhone guide, iPhone iOS 10, iPhone iOS 9, iPhone instruction book, iPhone iOS 11, iPhone iCloud, iPhone iPad, iPhone in easy steps, iPhone keyboard, iPhone lightning cable, iPhone life magazine, iPhone manual, iPhone missing manual, iPhone merchant, iPhone manual for beginners, iPhone mobile, iPhone men holder, iPhone made easy, iPhone missing manual 10th edition, iPhone millionaire, iPhone movie making equipment, iPhone how to, iPhone how to book, iPhone the missing manual 10th edition, iPhone the missing manual, iPhone tips and tricks, iPhone tutorial, iPhone the missing manual the book that should have been in the box, iPhone the missing manual 8th edition, iPhone the complete manual, iPhone video, iPhone visually, iPhone wallet case, iPhone wall adapter, iPhone SE manual, iPhone SE, iPhone SE phone case, iPhone SE user guide, iPhone SE for dummies, iPhone secret history, iPhone SE for seniors, iPhone SE sushi phone cases, iPhone SE protective case, iPhone story, the one device Brian Merchant, iPhone David Pogue, iPhone 7 Tailor Jacobs, iPhone photography tips and tricks Kristine Lee, iPhone SE Carlos Bennett, help me guide to the iPhone 7 Charles Hughes, iOS apps for masterminds, 2nd edition J.D Gauchat, coding iPhone apps for kids Gloria Winkvist, Matt McCarthy, help me guide to iPhone 6s Charles Hughes, Linux Gary Mitnick, SQL, Galaxy S8 & S8 edge, SEO, C++, Python Joshua Welsh, Snapchat, Holography projects for the evil genius, simuladores cuanticos y realidad virtual, el inconsciente colectivo, el sexto sentido y los, smartphone life hacking, my iPad for seniors, iPad pro books, iPad pro books, iPad pro user manual, iPad pro for dummies, iPad pro covers cases, iPad pro iOS 10, iPad pro manual, iPad pro guide, iPad programming, iPad pro instruction book, iPad

protective cases, ipad pro, ipad pro accessories, ipad pro art, ipad pro case, ipad pro drawing, ipad pro david pogue, ipad pro for beginners, ipad pro ios 11, ipad pro keyboard, ipad pro missing manual, ipad pro pencil, ipad pro sleeve, ipad pro tablet, ipad pro tips, ipad pro user guide, help me guide to the ipad pro Charles Hughes, ipad pro guide Tom Rudderham, ipad and iphone Henry Bright, ipad pro 2017 Gack Davison, my ipad for seniors Gary Rosenzweig, Gary Eugene Jones, a beginners guide to ipad and ios 10 Scott La Counte, ios 11, ipad pro Alexander Herolson, essential ipad Kevin Wilson, amazon echo Andrew Mckinnon, fire hd 8 Andrew Johansen, fire hd 8 & 10 Alex Cooper, to fire called Nathan Lowell, kindle fire manual, kindle fire free books, kindle fire for dummies, kindle fire stick, kindle fire owners manual, kindle fire cover case, kindle fire for dummies 2017, kindle fire 8 manual, kindle fire, kindle fire hd books, kindle fire hd the missing manual, kindle fire hd for dummies, kindle fire hd 8 manual, kindle fire hd 8.9

In full colour and straightforward, jargon-free language, iPhone for Seniors in easy steps, 6th edition gives you all the information you need to get up and running with your new iPhone and quickly feel you are in control of it. iPhone for Seniors in easy steps, 6th edition covers everything you need to know to keep fully connected. With your iPhone in your pocket you are only ever a couple of taps away from friends and family. Learn how to: · Make and receive phone calls · Text with the Messages app, including a variety of fun features including Animojis and Memojis · Make video calls with FaceTime · Set up and use email accounts · Use Settings to customise your iPhone exactly to your style and requirement · Use Apple Pay on your iPhone to pay securely – no need to carry your wallet all the time · Use apps to stay healthy, shop online, plan your vacation, get instant news, and more. · Master the Control Center · Explore the entire iTunes Music library, share music, videos, apps, calendars and photos with family members – stay in the loop with children and grandchildren! Apps are at the heart of the iPhone and iPhone for Seniors in easy steps, 6th edition gives a comprehensive introduction to using the preinstalled apps. It then shows how to find and download apps from the Apple App Store for: · Going on vacation · Online shopping · Social networking · Hobbies · Music and videos · Books · Photos · Keeping up-to-date with everyday tasks, through the use of the Notes, Calendar, Contacts and Reminders apps · Health and wellbeing, using the Health app that is designed to collate a range of health and fitness information An in-depth chapter on iCloud, Apple's online storage, sharing and backup service, explains how iCloud works and shows how it can automatically store your data and share your photos so you don't have to worry about losing information should anything happen to your iPhone. iPhone for Seniors in easy steps, 6th edition is written in larger type for easier reading and takes the mystery out of using your iPhone, showing how it can become your most useful digital companion, ready to help keep you in touch, up-to-date, and entertained. Covers all iPhones with iOS 13

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

A simple visual guide to get kids computer coding in no time Computer coding is firmly back on the agenda as a key skill for children to start learning. Computer Coding for Kids is a unique step-by-step guide, perfect for kids interested in computer programming and how computers work. Now available with text that lights up as you read along and playful images and sounds. Avoiding computer jargon, this book guides children through creating computer programs starting with the very basics. Computer Coding for Kids is the only programming book that teaches both Scratch and Python programming languages, with illustrated, simple, step-by-step explanations that make the complex art of computer programming clear for the complete beginner. Starting with simple explanations of programming basics, it progresses to more advanced projects where children can build their own games. Computer Coding for Kids is ideal for kids looking to take your first steps into programming or those that are already interested and hungry to learn more.

Mit dem Hamster-Modell wird Programmieranfängern ein einfaches aber mächtiges Modell zur Verfügung gestellt, mit dessen Hilfe Grundkonzepte der Programmierung auf spielerische Art und Weise erlernt werden.

Der Arduino ist eine preiswerte und flexible Open-Source-Mikrocontroller- Plattform mit einer nahezu unbegrenzten Palette von Add-ons für die Ein- und Ausgänge - wie Sensoren, Displays, Aktoren und vielem mehr. In "Arduino-Workshops" erfahren Sie, wie diese Add-ons funktionieren und wie man sie in eigene Projekte integriert. Sie starten mit einem Überblick über das Arduino-System und erfahren dann rasch alles über die verschiedenen elektronischen Komponenten und Konzepte. Hands-on-Projekte im ganzen Buch vertiefen das Gelernte Schritt für Schritt und helfen Ihnen, dieses Wissen anzuwenden. Je tiefer Sie in die Materie eindringen, desto komplexer und raffinierter werden die Projekte.

My Kids Just Gave Me a Computer, What Do I Do Now? Computers for Seniors is a step-by-step, full-color guide that will take you all the way from pressing the "On" button on your new computer to being a confident user who can send email to family and friends, shop online safely, read the latest news, watch funny YouTube videos, share cute pictures of your grandkids, check the weather forecast, and much more. You'll learn to: -Plug in, set up, and turn on your computer -Print and share photos of your grandkids, vacations, pets, friends, and special life events -Install helpful tools like a calendar, money manager, and weather tracker -Search the internet for news, recipes, gardening tips, sports updates, and anything else that interests you -Watch entertaining YouTube videos or educational lectures and make video calls to anywhere in the world -Find and listen to new music (or your favorite classics) and read electronic books -Email your friends and family -Stay safe online and keep your private information secure Computers for Seniors will show you how to get what you really want from your PC, with the help of full-color illustrations, friendly instructions, and a touch of humor. Each lesson has small exercises to test your skills and help you practice, to make sure you feel comfortable with what you've learned before you move on. It's never too late to have fun and get more out of your PC—Computers for Seniors will ease you into the computer generation by guiding you every step of the way.

Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for

designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll Learn Design apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit Determine when it's OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

An introduction to coding for beginners. This book shows you how to take advantage of the Google App Script environment to learn Javascript coding. No software or special hardware is required - just an internet connection and a Google account. The book walks step-by-step through the process of writing a simple math game using Google Sheets. Once you have completed the project you will have the knowledge and confidence to work through the other projects on the Learn Coding with Google site and be comfortable with basic Javascript. Written with kids in mind, the book is accessible to anyone wanting to learn how to code and would be especially beneficial to upper-year elementary school teachers.

This book gathers papers on interactive and collaborative mobile learning environments, assessment, evaluation and research methods in mobile learning, mobile learning models, theory and pedagogy, open and distance mobile learning, life-long and informal learning using mobile devices, wearables and the Internet of Things, game-based learning, dynamic learning experiences, mobile systems and services for opening up education, mobile healthcare and training, case studies on mobile learning, and 5G network infrastructure. Today, interactive mobile technologies have become the core of many--if not all--fields of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 13th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2019), which was held in Thessaloniki, Greece, from 31 October to 01 November 2019. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have since become a central forum of the exchange of new research results and relevant trends, as well as best practices. The books intended readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, schoolteachers, further education lecturers, practitioners in the learning industry, etc.

Dass ausgerechnet eine Eule Angst vor der Dunkelheit hat, ist wirklich sehr ungewöhnlich. Mama Eule schickt deshalb ihren nachtscheuen Sohn aus, um andere zu fragen, warum sie die Nacht lieben.

Technology has opened a wide window of novel communication methods and techniques and has become ubiquitous in modern society. With advancements occurring rapidly and transforming practices and efficiencies within all fields including business, education, medicine, engineering, and so on, it is important to remain up to date on the latest research findings. Human-Computer Interaction and Technology Integration in Modern Society is a critical reference source that examines the integration of technological innovations into every aspect of modern society including education and business. Highlighting important topics that include digitization, human development, knowledge management, and open innovation, this book is ideal for IT specialists, policymakers, professionals, academicians, researchers, practitioners, and students.

Programmierenlernen ist wirklich nicht schwer. Du wirst erstaunt sein, wie einfach es ist, interaktive Welten und lustige Spiele zu entwickeln. Und du wirst garantiert viel Spaß dabei haben! Du lädst dir schnell den ICE Code Editor als Browsererweiterung herunter, mit dem du auch offline arbeiten kannst, und los geht's. Alles was du programmierst, siehst du direkt im Code Editor: animierte Figuren, deinen eigenen Avatar, der Radschlagen kann, oder dein eigenes Spiel mit Obstmonstern, Höhlenpuzzeln und Floßfahrten. Wenn du wissen willst, was es mit dem ganzen Code so auf sich hat, wird dir das ganz genau erklärt. Wenn du dich aber lieber auf die Praxis konzentrieren willst, kannst du die Theorie außen vor lassen. Warum 3D-Spiele? Weil das Programmierenlernen damit besonders großen Spaß macht, denn, Hand aufs Herz, wer spielt nicht gern Computerspiele? Und so macht das Lernen nicht nur riesigen Spaß, wir programmieren dabei auch jede Menge tolle Sachen: Du stellst coole Spielfiguren her und Welten, in denen du spielen kannst, du programmierst deinen eigenen Avatar, bastelst lila Monster und erzeugst Weltraumsimulationen. Warum JavaScript? JavaScript ist die Sprache des World Wide Web und die einzige Programmiersprache, die alle Webbrowser ohne zusätzliche Software verstehen. Wenn du gelernt hast, in JavaScript zu programmieren, kannst du nicht nur solche Spiele programmieren, wie du in diesem Buch kennenlernen wirst. Du kannst auch alle möglichen Websites programmieren. Außerdem zeigen wir dir, wie du anschließend deine Spiele mit deinen Freunden teilen und sie auf deiner eigenen Website einbinden kannst. Und dann erzählst du all deinen Freunden: „Das hab' ich gemacht!“ An wen richtet sich dieses Buch? Obwohl für Kinder geschrieben, können auch Erwachsene hiermit das Programmieren erlernen. Es richtet sich an Programmieranfänger von 11 bis 99.

Get a solid grounding in the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With this revised and expanded edition, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 5 and Xcode 4.3 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Many discussions have been expanded or

improved. All code examples have been revised, and many new code examples have been added. The new memory management system—ARC—is thoroughly explained and all code examples have been revised to use it. New Objective-C features, such as declaration of instance variables in the class’s implementation section, are described and incorporated into the revised example code. Discussion of how an app launches, and all code examples, are revised for project templates from Xcode 4.2 and later. Other new Xcode features, including the Simulator’s Debug menu, are covered, with screen shots based on Xcode 4.2 and later. The discussion of Instruments is expanded, with screen shots—by popular request! Storyboards are explained and discussed. The explanation of view controllers is completely rewritten to include iOS 5 features, such as custom parent view controllers and UINavigationController. The Controls chapter now includes iOS 5 interface customizability and the appearance proxy. New features of interface classes are discussed, including tiling and animated images, new table view features, new alert view styles. Coverage of frameworks such as Core Motion and AV Foundation is greatly expanded. New iOS 5 classes and frameworks are also discussed, including Core Image and UIDocument (and iCloud support). Important iOS 5 changes that can break existing code are explicitly called out in the text and listed in the index.

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Readers today live in a digital age where various types of code power their world. From iPhones and iPads to the Apple Watch and Apple TV, code is the language that some of their favorite devices speak. Readers will get to know Apple Swift, the beginner-friendly programming language behind these devices and more. In this lively and informative book, readers will learn that with Swift, anyone can create cool apps. Not only will readers discover the fun they can have with Swift, they also learn why Swift is important and how learning more about it will benefit them.

Coding as a Playground, Second Edition focuses on how young children (aged 7 and under) can engage in computational thinking and be taught to become computer programmers, a process that can increase both their cognitive and social-emotional skills. Learn how coding can engage children as producers—and not merely consumers—of technology in a playful way. You will come away from this groundbreaking work with an understanding of how coding promotes developmentally appropriate experiences such as problem-solving, imagination, cognitive challenges, social interactions, motor skills development, emotional exploration, and making different choices. Featuring all-new case studies, vignettes, and projects, as well as an expanded focus on teaching coding as a new literacy, this second edition helps you learn how to integrate coding into different curricular areas to promote literacy, math, science, engineering, and the arts through a project-based approach and a positive attitude to learning.

Unleash your child's potential through fun projects such as delivering pizza in space, having a Pokemon fight, and designing a movie night iOS app in SwiftAbout This Book* Children can express their creativity while learning through interactive Swift Playgrounds* Empower children to think critically about problems* Help them gain confidence in problem solving by learning programming basics in an easy to understand way* Fun filled guide helping children put their imagination into action building their first iOS appWho This Book Is ForChildren who are curious about what powers the devices that surround us can use this book to learn about programming and building their first iOS apps.No prior programming experience is necessary.What you will learn* Understand the basic programming fundamentals.* Have fun exploring Swift playgrounds.* Create animations by creating your own starry night.* Utilise functions by making pizza in code.* Create an interactive toy bin that stores all of your toys.In DetailSwift has risen quickly to be one of the most liked languages and developers de-facto choice for building applications across all platforms. With its speed, efficiency and ease of use Swift is increasingly appealing to the younger generation of developers. Our book aims to help kids unleash their imagination and creativity by learning how to code and build amazing applications using Swift.With this book, we will start at the beginning, introducing programming through easy-to-use examples of working on Swift Playgrounds. You will be regularly encouraged to explore and play with new concepts to create more lasting knowledge that they can use to express your own unique ideas. We'll work our way all the way up to our first iOS applications before building our very own movie night application.

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