Imparare A Programmare Con Scratch Il Manuale Per Programmatori Dai 9 Anni In Su

Join the technological revolution that's taking the financial world by storm. Mastering Bitcoin is your guide through the seemingly complex world of bitcoin, providing the knowledge you need to participate in the internet of money. Whether you're building the next killer app, investing in a startup, or simply curious about the technology, this revised and expanded second edition provides essential detail to get you started. Bitcoin, the first successful decentralized digital currency, is still in its early stages and yet it's already spawned a multi-billion-dollar global economy open to anyone with the knowledge and passion to participate. Mastering Bitcoin provides the knowledge. You simply supply the passion. The second edition includes: A broad introduction of bitcoin and its underlying blockchain—ideal for non-technical users, investors, and business executives An explanation of the technical foundations of bitcoin and cryptographic currencies for developers, engineers, and software and systems architects Details of the bitcoin decentralized network, peer-to-peer architecture, transaction lifecycle, and security principles New developments such as Segregated Witness, Payment Channels, and Lightning Network A deep dive into blockchain applications, including how to combine the building blocks offered by this platform into higher-level applications User stories, analogies, examples, and code snippets illustrating key technical concepts

This book provides policy recommendations on how best to structure and organise systems for recognition of non-formal and informal learning and is based on an OECD review of 22

countries.

Through using spoken language, people are able to think creatively and productively together. This ability to 'interthink' is an important product of our evolutionary history that is just as important for our survival today. Many kinds of work activity depend on the success of groups or teams finding joint solutions to problems. Creative achievement is rarely the product of solitary endeavour, but of people working within a collective enterprise. Written in an accessible and jargon-free style, Interthinking: putting talk to work explores the growing body of work on how people think creatively and productively together. Challenging purely individualistic accounts of human evolution and cognition, its internationally acclaimed authors provide analyses of real-life examples of collective thinking in everyday settings including workplaces, schools, rehearsal spaces and online environments. The authors use socio-cultural psychology to explain the processes involved in interthinking, to explore its creative power, but also to understand why collective thinking isn't always productive or successful. With this knowledge we can maximise the constructive benefits of our ability to interthink, and understand the best ways in which we can help young people to develop, nurture and value that capability. This book will be of great interest to academic researchers, postgraduates and undergraduates on Education and Psychology courses and to practicing teachers. It will also appeal to anyone with an interest in language, creativity and the role of psychology in everyday life.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

Scratch è un progetto nato al MIT Media Lab con l'obiettivo di insegnare la programmazione a

bambini o utenti alle prime armi. L'apprendimento dei principali concetti informatici e del pensiero creativo tipico di un buon programmatore avviene attraverso un approccio visuale e ludico, lo stesso che gli autori utilizzano in questo manuale. Con un linguaggio semplice e lontano da tecnicismi, vengono introdotti gli elementi base di Scratch: lo stage dove i personaggi, gli sprite, svolgono il proprio copione, lo script, cioè un programma ottenuto dall'unione di blocchi colorati. Da qui si parte per creare progetti interattivi, arricchiti da colori, suoni e musica, che evolvono fino a diventare storie animate e permettono di utilizzare tutte le componenti di un normale linguaggio di programmazione: le variabili, le liste, gli operatori logici, i cicli e le istruzioni condizionali, le funzioni e le strutture per controllare input e output. Un libro dedicato a chi vuole imparare a programmare divertendosi con uno strumento gratuito e utilizzabile con qualsiasi PC, computer Apple o macchina GNU/Linux.

Il motivo per cui ho iniziato a scrivere questo libro è per aiutare chi vuole imparare a programmare. Il libro non insegna a usare un linguaggio di programmazione, ma a capire come fare per scrivere un programma. Come ragiona un programmatore? Come fare per analizzare un problema? Come scrivere una soluzione valida? Scrivere un software non è una cosa complicata, basta fare attenzione e comprendere qual'è il nocciolo della questione: risolvere un problema. Imparerete a risolvere dei problemi individuando un processo o un algoritmo, raffigurandolo con un diagramma a blocchi per poi tradurlo facilmente in codice. Nel libro tratto la scrittura in Scratch e Python ma il metodo può essere applicato a qualsiasi linguaggio di programmazione. Scrivo software dall'età di 10 anni e mi è sempre piaciuto avere a che fare con i computer. Attualmente scrivo programmi in numerosi linguaggi: Java, Swift, Javascript, C e C++, Python e altri.

La guida completa per imparare il computing e la programmazione con Raspberry Pi. Nato come un metodo facile e divertente per giovani appassionati e adulti curiosi, il Raspberry Pi si è presto evoluto in computer incredibilmente robusto, dalle dimensioni di una carta di credito, che può essere usato per qualunque attività: dalla riproduzione di video HD, all'hacking dell'hardware, fino alla programmazione vera e propria. Questo libro, best seller internazionale scritto da uno dei creatori del Raspberry Pi, vi offre tutto quel che dovete sapere sul vostro Raspberry Pi.

Develop cross-platform, feature-rich JavaFX GUI applications with expert instruction from Java guru Herb Schildt Introducing JavaFX 8 Programming provides a fast-paced introduction to JavaFX, Java's next-generation GUI programming tool In this easy-to-read guide from Oracle Press, Java guru Herb Schildt presents the key topics and concepts that all Java developers will need to begin developing modern, dynamic JavaFX GUI applications. Of course, it's written in the cohesive, yet concise format that has made Schildt an international best-selling programming author. Designed expressly for Java programmers, the book's focus is on the new JavaFX API. As a result, all examples are written entirely in Java. The book begins with the fundamentals, including the general form of a JavaFX program. Readers then advance to event handling, controls, images, fonts, layers, effects, transforms, animation s (including 3D animations), menus, and more. Numerous complete examples are included that put key topics and techniques into action. Presents a cohesive, fast-paced overview of key facets of JavaFX 8 programming Sample code used in the text is available for download from the McGraw-Hill/Oracle Press Web site Written in Herb Schildt's clear, crisp, uncompromising style that has made him the choice of millions worldwide

The ASP.NET MVC 5 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET. ASP.NET MVC 5 contains a number of advances over previous versions, including the ability to define routes using C# attributes and the ability to override filters. The user experience of building MVC applications has also been substantially improved. The new, more tightly integrated, Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting, debugging and deploying your code. The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you, the developer, with a wider range of multi-platform CSS and HTML5 options than ever before without the penalty of having to load-in third party libraries.

Scratch 3.0 has landed! Stay ahead of the curve with this fully updated guide for beginner coders. Coding is not only a highly sought-after skill in our digital world, but it also teaches kids valuable skills for life after school. This book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends. Children will enjoy the

step-by-step visual approach that makes even the most difficult coding concepts easy to master. They will discover the fundamentals of computer programming and learn to code through a blend of coding theory and the practical task of building computer games themselves. The reason coding theory is taught through practical tasks is so that young programmers don't just learn how computer code works - they learn why it's done that way. With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, add animation, and more. It also supports STEM education initiatives and the maker movement. Follow Simple Steps - Improve Your Skills - Share Your Games! If you like playing computer games, why not create your own? Essential coding concepts are explained using eight build-along game projects. Coding Games In Scratch guides young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. This coding book for kids has everything you need to build amazing Scratch 3.0 games, including thrilling racing challenges, zany platform games, and fiendish puzzles. Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Improve your coding skills and create your own games before remixing and customizing them. Share your games online and challenge friends and family to

beat each other's scores! In this book, you will: - Learn about setting the scene, what makes a good game and playability - Discover objects, rules, and goals - Explore hacks and tweaks, camera angles, fine-tuning and controls - And much more 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 for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Add Coding Projects in Scratch and Coding Projects in Python to your collection.

Get started using the C# programming language. Based on the author's 15 years of experience teaching beginners, the book provides you with a step-by-step introduction to the principles of programming, or rather, how to think like a programmer. The task-solution approach will get you immersed, with minimum theory and maximum action. What You Will Learn Understand what programming is all about Write simple, but non-trivial, programs Become familiar with basic programming constructs such as statements, types, variables, conditions, and loops Learn to think like a programmer and combine these programming constructs in new ways Get to know C# as a modern, mainstream programming language, and Visual Studio as one of the world's most popular programming

tools Who This Book Is For Those with very little or no experience in computer programming, who know how to use a computer, install a program, and navigate the web.

NEW YORK TIMES BESTSELLER! Part how-to, part girl-empowerment, and all fun, from the leader of the movement championed by Sheryl Sandberg, Malala Yousafzai, and John Legend. Since 2012, the organization Girls Who Code has taught computing skills to and inspired over 40,000 girls across America. Now its founder, and author Brave Not Perfect, Reshma Saujani, wants to inspire you to be a girl who codes! Bursting with dynamic artwork, down-to-earth explanations of coding principles, and real-life stories of girls and women working at places like Pixar and NASA, this graphically animated book shows what a huge role computer science plays in our lives and how much fun it can be. No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you're a girl who's never coded before, a girl who codes, or a parent raising one, this entertaining book, printed in bold two-color and featuring art on every page, will have you itching to create your own apps, games, and robots to make the world a better place.

Chronicles the life of the computer programmer, known for the launch of the

operating system GNU Project, from his childhood as a gifted student to his crusade for free software.

Nato come un metodo facile e divertente per giovani appassionati, il piccolo ma straordinario Raspberry Pi, con oltre 9 milioni di unità vendute, è diventato presto un fenomeno che interessa tutte le età. Raspberry Pi. La guida ufficiale vi offre tutto quello che dovete sapere sul vostro Raspberry Pi, con istruzioni passo passo realizzate dal creatore del Pi stesso, un autentico guru nel settore. Questo computer dalle dimensioni simili a quelle di una carta di credito può essere usato per qualunque attività: dalla riproduzione di video HD, all'hacking dell'hardware, fino alla programmazione vera e propria. Non avete esperienza? Nessun problema! Le istruzioni chiare e i suggerimenti pratici vi guideranno attraverso i vari passaggi, così che possiate ottenere il massimo dal vostro Raspberry Pi. Aggiornato alle ultime versioni della scheda Raspberry Pi e del relativo software, questa nuova edizione ti mostrerà come: installare il software e connettere display, audio, rete e molto altro; padroneggiare la terminologia e le convenzioni di Linux; scrivere il vostro software usando Scratch e Python; installare, eseguire ed esplorare Minecraft Pi Edition; eseguire l'hacking dell'hardware e risolvere i problemi più comuni; personalizzare il Pi con software, hardware e configurare la rete; estendere le capacità del Pi con add-on come i dongle Wi-Fi, un touch

screen e molto altro ancora.

Come funziona un videogioco? Possiamo imparare a programmarlo? Cos'è il coding? Un'ottima guida per conoscere i linguaggi alla base del computer.

Sei pronto a liberare la creatività programmando? Tutto ciò di cui hai bisogno è un computer connesso a Internet, la versione gratuita del software MicroWorlds EX fornita con questo libro e i progetti divertenti che troverai all'interno! Segui i semplici passi proposti per creare giochi e programmi fatti da te. - Space Race: realizza un gioco per guidare un astronauta attraverso i rottami spaziali; Ha Ha Headlines: crea un divertente generatore di titoli di news; Hungry BoBo: crea un animaletto digitale e prenditene cura.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work. While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are

full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of xlwings, a popular open source package for automating Excel with Python--shows experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot This revised and expanded new edition elucidates the elegance and simplicity of the fundamental theory underlying formal languages and compilation. Retaining the reader-friendly style of the 1st edition, this versatile textbook describes the essential principles and methods used for defining the syntax of artificial languages, and for designing efficient parsing algorithms and syntax-directed translators with semantic attributes. Features: presents a novel conceptual approach to parsing algorithms that applies to extended BNF grammars, together with a parallel parsing algorithm (NEW); supplies supplementary teaching tools at an associated website; systematically discusses ambiguous forms, allowing readers to avoid pitfalls; describes all algorithms in pseudocode; makes extensive usage of theoretical models

of automata, transducers and formal grammars; includes concise coverage of algorithms for processing regular expressions and finite automata; introduces static program analysis based on flow equations.

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Implement key reinforcement learning algorithms and techniques using different R packages such as the Markov chain, MDP toolbox, contextual, and OpenAI Gym Key Features Explore the design principles of reinforcement learning and deep reinforcement learning models Use dynamic programming to solve design issues related to building a self-learning system Learn how to systematically implement reinforcement learning algorithms Book Description Reinforcement learning (RL) is an integral part of machine learning (ML), and is used to train algorithms. With this book, you'll learn how to implement reinforcement learning with R, exploring practical examples such as using tabular Q-learning to control robots. You'll begin by learning the basic RL concepts, covering the agent-environment interface, Markov Decision Processes (MDPs), and policy gradient methods. You'll then use R's libraries to develop a model based on Markov chains. You will also learn how to solve a multi-armed bandit problem using various R packages. By applying dynamic programming and Monte Carlo methods, you will also find the best policy to make predictions. As you progress, you'll use Temporal Difference (TD) learning for vehicle routing problem applications. Gradually, you'll apply the concepts you've learned to real-world problems, including fraud detection in finance, and TD learning for planning activities in the healthcare sector. You'll explore deep reinforcement learning using Keras, which uses the power of neural networks to increase RL's potential.

Finally, you'll discover the scope of RL and explore the challenges in building and deploying machine learning models. By the end of this book, you'll be well-versed with RL and have the skills you need to efficiently implement it with R. What you will learn Understand how to use MDP to manage complex scenarios Solve classic reinforcement learning problems such as the multi-armed bandit model Use dynamic programming for optimal policy searching Adopt Monte Carlo methods for prediction Apply TD learning to search for the best path Use tabular Q-learning to control robots Handle environments using the OpenAI library to simulate real-world applications Develop deep Q-learning algorithms to improve model performance Who this book is for This book is for anyone who wants to learn about reinforcement learning with R from scratch. A solid understanding of R and basic knowledge of machine learning are necessary to grasp the topics covered in the book.

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android,

using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

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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.

Get kids building their own computer games in no time with DK Workbooks: Coding in Scratch: Games Workbook. Computer coding is quickly becoming a necessary and sought-after skill and many schools have incorporated it into their curriculum, beginning as early as kindergarten to ensure students understand the languages and uses of computer coding. This workbook is full of fun exercises and step-by-step guidance, making it the perfect introductory practice book to build vital skills in one of the fastest growing industries. Designed to support the Common Core State Standards, the DK Workbook series is developed with leading educational experts to build confidence and understanding. Each leveled workbook, for children ages 3 through 9, is packed with activities and challenges, offering the beneficial repetition and cumulative learning that lead to mastery. Children will learn about the history of programming, what coding is, arcade game design, and game development. Fact boxes on each page give a simple overview of the topics being covered, helping children get their bearings, review the basics, and often see an example of the task at hand.

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance,

and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful,

correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

ScratchJr è l'ambiente per la programmazione visuale, intuitivo e divertente, più adatto per chi non sa ancora leggere e scrivere, come indicato da Alfonso D'Ambrosio che ha voluto accomunare, insieme alla sua, altre pluriennali esperienze nei vari contesti formativi in cui è si è utilizzato ScratchJr. Con questo libro vogliamo essere di supporto ed ispirazione ad altri per l'adozione di ScratchJr in ambiti sia formali sia non formali. Perciò verranno qui illustrate diverse attività che, seppur pensate principalmente per la scuola dell'infanzia e primaria, sono indicate anche nei progetti tematici sviluppati con fablab o biblioteche. Programmare in ScratchJr permette a chiunque di realizzare facilmente idee sperimentate in ambito formativo di maggior successo e selezionate nel testo, dove sono state tenute ben presenti quelle indicazioni pedagogico-didattiche che vengono suggerite per un uso proficuo dell'applicazione. Che si possa partire dall'infanzia a fare coding con ScratchJr e proseguire nelle scuole primarie risulta comprovato dalle molteplici esperienze esposte da insegnanti di diverse regioni italiane che si sono confrontati su questo tema. Le attività di coding introdotte da subito, suggerite nel testo, si accompagnano allo sviluppo del pensiero computazionale, capace di maturare fin dalla più tenera età e rendere il percorso di crescita coinvolgente e motivante. Un impegno a lungo termine è quello di ispirare programmi sostenibili e scalabili,

basati sull'evidenza per le fasce d'età iniziali, che promuovano il pensiero computazionale e la programmazione con approcci giocosi, adeguati alle fasi di sviluppo. Con questo spirito, affidiamo il frutto del nostro lavoro al confronto e alla lettura.

The power of ASP.NET MVC 5 stems from the underlying ASP.NET platform. To make your ASP.NET MVC applications the best they can be, you need to fully understand the platform features and know how they can be used to build effective and elegant MVC framework applications. The ASP.NET platform provides ASP.NET MVC applications with a rich suite of services including vital every-day features like extensible request handling, state management, and user authentication. Understanding how these features work is the difference between creating an average web application and the best-in-class. MVC applications that are architected with a thorough knowledge of the underlying platforms are faster to write, faster to run, and more readily adaptable to change. In Pro ASP.NET MVC 5 Platform, best-selling author Adam Freeman explains how to get the most from the entire ASP.NET platform, beginning with a nuts-and-bolts description of the patterns and tools you need through to the most advanced features. He goes in-depth at every stage to give you the practical knowledge that you need to apply these concepts to your own code.

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible. Scratch è un progetto gratuito sviluppato al MIT Media Lab con l'obiettivo di insegnare le basi della programmazione a bambini e principianti. L'apprendimento dei principali concetti informatici, della programmazione e del pensiero computazionale avviene con un approccio visuale e ludico, ideale per studenti, insegnanti e genitori. Con un linguaggio semplice e senza tecnicismi,

questa guida introduce gli elementi base di Scratch: lo stage dove i personaggi, gli sprite, svolgono un copione, lo script, cioè un programma ottenuto dalla combinazione di blocchi di codice colorati. Da qui si parte per costruire progetti interattivi e animati arricchiti con suoni e colori, che permettono di utilizzare tutte le componenti principali di un linguaggio di programmazione: variabili, liste, operatori, cicli, istruzioni di controllo, funzioni, fino all'input e l'output dei dati. Il testo è aggiornato alla versione 3.0 che introduce una rinnovata interfaccia e rende Scratch utilizzabile anche da tablet, oltre che da qualsiasi computer con sistema Windows, macOS o Linux.

Calling all fantasy artists! Create otherworldly scenes that glitter with color. Each two-page spread features an intricate fantasy scene to trace--from dragons to faeries, from mermaids to sorcerers, and beyond! The left-page image is for coloring with fine-tip markers or colored pencils; the right-page image on black is for Scratch and Sketching with the fine stylus included. Trace a magical world as sparkling foil and swirling colors emerge in your artwork like magic. White outlines on black scratch-off pages create a fun way for younger children (ages 5 and up)to trace illustrations, revealing magnificent colors or sparkly foil beneath. Wire-o bound hardcover - 6-3/8" wide x 8-1/2" high (16.2 cm wide x 21.6 cm high) - 64 pages (20 scratch-off, 20 illustrated, 20 sketch pages) - Shrink-wrapped with a wooden stylus.

Economies and societies are undergoing digital transformations that bring both opportunities and challenges and countries' preparedness to seize the benefits of a digital world is largely

dependent on the skills of their population.

Un libro per pedagogisti, educatori dell'infanzia e genitori che vogliano capire e favorire la rivoluzione epocale che sta avvenendo sotto i nostri occhi. L'avanzare della tecnologia è talmente rapido da provocare mutamenti impensabili solo vent'anni fa. Il problema che si presenta è: Come farà la scuola tradizionale a innestare i nuovissimi strumenti sulle solite vecchie modalità? Bambini seduti in silenzio e adulti parlanti? Interrogazioni a sorpresa e continua competizione? Non sarà che rischiamo una collusione senza precedenti? Il progetto Montessori può costituire la base più sicura per ottimizzare il cambiamento, permettendo di inglobare le nuove tecnologie nel lavoro educativo in modo che aiutino e non siano d'intralcio allo sviluppo dei nostri abitanti del futuro. L'approccio montessoriano alle tecnologie, nei periodi fondamentali per lo sviluppo della personalità dei nostri bambini, li prepara per un mondo in cui le tecnologie saranno sempre più pervasive. Oltre a dover prima di tutto rovesciare la qualità relazionale nel fare scuola – quindi modificare il pensiero degli adulti, le loro abitudini, il linguaggio, la sfiducia con cui si rivolgono a bambini e a ragazzi – è fondamentale definire confini netti tra i "piccoli" e la tecnologia: i bambini della seconda infanzia devono essere protetti da dispositivi che escludono in partenza l'esperienza manuale/sensoriale. Dobbiamo salvaguardare il loro graduale passaggio da una vita inconscia alla capacità di cominciare a dominare la realtà quotidiana. La falsa credenza che "prima imparano a usare i cellulari e tablet e più saranno intelligenti" deve essere sfatata. Come denunciano coordinatrici e educatrici di Nido, cominciano già a due anni, abilissimi a utilizzare gli smartphone a danno di altre abilità di base, manuali e creative. Questo libro è il secondo mattoncino della Collana Appunti Montessori, per costruire un muro solido per proteggere il

presente e il futuro dei nostri figli.

Scratch è un linguaggio di programmazione che permette di creare narrazioni interattive, animazioni, giochi, musica, arte. Si programma direttamente in Rete o con un ambiente di programmazione sul proprio computer ed è un linguaggio visuale: si lavora con "blocchi" che vengono spostati e organizzati sullo schermo – una sorta di LEGO informatico, dove i mattoncini, però, sono oggetti informatici, comandi, strutture di controllo, forme grafiche. Nato al Massachusetts Institute of Technology, è orientato ai ragazzi dagli 8 ai 16 anni, ma è usato da persone di ogni età – adulti e bambini anche più piccoli. Diffuso in 140 nazioni, disponibile in oltre 40 lingue (fra cui l'italiano), si presenta con il motto "Impara a programmare, programma per imparare": in modo divertente permette di realizzare storie animate e di apprendere al contempo strategie di soluzione dei problemi e di comunicazione delle idee. Al Sweigart in questo libro aggiunge divertimento al divertimento, mostrando come costruire progetti e realizzare giochi – da un semplice labirinto a un emulo di un classico "sparatutto" come Asteroids.

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide

a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div