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	Titolo	Beginning Programming Using Retro Computing : Learn BASIC with a Commodore Emulator / / by Gerald Friedland
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
	ISBN	1-4842-4146-0
	Edizione	[1st ed. 2019.]
	Descrizione fisica	1 online resource (94 pages)
	Disciplina	005.71369
	Soggetti	Computer input-output equipment Programming languages (Electronic computers) Hardware and Maker Programming Languages, Compilers, Interpreters
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Getting Started -- Chapter 2: Simple Drawing -- Chapter 3: Math -- Chapter 4: Sound -- Chapter 5: Colors -- Chapter 6: Graphics -- Chapter 7: Errors -- Chapter 8: Variables -- Chapter 9: Math and Variables -- Chapter 10: A Program -- Chapter 11: Questions -- Chapter 12: Counting -- Chapter 13: Conditions -- Chapter 14: More Programs -- Appendix: Saving and Loading.
	Sommario/riassunto	Learn programming using the Commodore 16/Plus 4 system. Following this book, you and your children will not only learn BASIC programming, but also have fun emulating a retro Commodore system. There are many ways to bring the fun of learning to program in the 1980s back to life. For example, downloading the VICE emulator to a Raspberry Pi allows for the classic "turn on and program" experience and also provides some retro computing project fun. Many parents learned programming in this same way and can have fun helping their children follow the same path. You can also use this book as an opportunity to dust off your computing skills or learn programming concepts for the first time on a system that's easy, approachable, and fun with a nostalgic twist. Commodore computers were the most sold computing devices before the iPhone. Nowadays, the Commodore system can be run using freely available emulation on modern

computers. This book uses VICE, which is available for PC, Mac, Linux, as an online app, and on the Raspberry Pi. Beginning Programming Using Retro Computing offers simple programming concepts to give children and adults alike a sense of wonder in seeing that words they write have the power to do things, like play sounds, draw graphics, or finish math homework.