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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math -- About the Author -- About the Technical Reviewer -- Acknowledgments -- Introduction -- Whom This Book Is For -- A Note to the Reader -- Features -- Organization of This Text -- Conventions Used -- Online Resources -- Errata and Updates -- 1. Getting Started -- What Is Scratch? -- Scratch Programming Environment -- The Stage -- Sprite List -- Blocks Tab -- Scripts Area -- Costumes Tab -- Sounds Tab -- Backdrops Tab -- Sprite Info -- Toolbar -- Paint Editor -- Setting the Center of an Image -- Setting Transparent Color -- Your First Scratch Game -- Step 1: Prepare the Backdrop -- Step 2: Add the Paddle and Ball -- Step 3: Start the Game and Get Your Sprites Moving -- Step 4: Spice It Up with Sound -- Scratch Blocks: An Overview -- Arithmetic Operators and Functions -- Arithmetic Operators -- Random Numbers -- Mathematical Functions -- Summary -- Problems -- 2. Motion and Drawing -- Using Motion Commands -- Absolute Motion -- Relative Motion -- Other Motion Commands -- Pen Commands and Easy Draw

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**Sommario/riassunto**

By offering a methodical guide to all of Scratch's surprisingly powerful features, Learn to Program with Scratch gives you a firm grasp on the fundamental principles of programming in any language.

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